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The AVALON HILL
GENERAL

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The AVALON HILL GENERAL The Game Players Magazine

The Avalon Hill GENERAL is dedicated to the presentation of authoritative articles on the strategy, tactics, and variation of Avalon Hill games of strategy. Historical articles are included only inasmuch as they provide useful background information on current Avalon Hill titles. THE GENERAL is published by the Avalon Hill Company solely for the cultural edification of the serious game aficionado, in the hopes of improving the game owner's proficiency of play and providing services not otherwise available to the Avalon Hill game buff.

Publication is bi-monthly with mailings made close to the end of February, April, June, August, October, and December. All editorial and general mail should be sent to the Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214. One year subscriptions are \$7.50. Trial subscriptions of 4 issues for \$5.00 are available. A two year subscription is only \$12.00. Send checks or money orders only. Not responsible for cash lost in transit. All subscriptions sent via bulk permit. Airmail and 1st class delivery must be prearranged with the subscription department at additional cost. Address changes must be submitted to the subscription department 6 weeks in advance to guarantee delivery. No paid advertising of any type is accepted. However, news of importance to the wargaming community is printed free of charge and is solicited.

Articles from subscribers are considered for publication at the discretion of our editorial staff. Articles should be typewritten, double-spaced, and embrace the tenets of good English usage. There is no limit to word length. Accompanying examples and diagrams should be neatly done in black or red ink. Photographs should have caption and credit line written on back. Rejected articles will be returned whenever possible.

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IF YOU PLAN ON MOVING . . . you are certainly free to do so without asking our permission. We do ask that you notify our Mrs. Zombro ASAP. Please state your old and new address.

The
AVALON HILL
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Avalon Hill Philosophy Part 71

Finding a new subject for an editorial, or Philosophy installment if you prefer, every two months isn't all that it's cracked up to be. The chance to wax rhetorical on a subject of your choosing isn't all that glamorous when you simply don't have much to say. In such trying times I've found it expedient to fall back on an old trick employed by tired editors from time immemorial . . . letters. In resorting to this old standby one more time I not only found my column but stumbled upon something that has needed doing for a long time.

I could fill this column with dozens of gushing "you're wonderful" plaudits but I doubt whether it would accomplish much besides turning a few stomachs. Often the best way to determine what you're doing right is to perceive what others think you're doing wrong, so with that in mind here are representative complaints from two of your brethren readers.

Dear Mr. Greenwood,

I have "two" complaints about Volume 15 #3 of THE GENERAL that I believe are well founded. First, you state on page 18, "While we would like to include these extras (variant CRETE/MALTA counters) free in every issue as an added bonus, we couldn't do so without increasing the price of the magazine." Why not? First of all you only sent an 8 x 11" insert instead of the usual 11 x 17" insert; you could have printed very nicely the variant counters for CRETE/MALTA and WAR AT SEA on the page you left out. To add insult to injury this is the same issue that you raised the price of the magazine. It seems as though you left out the counters on purpose so that we would have to buy them from you at your profit. Why didn't you include the paper counters along with the variant, after all a subscriber who pays for a magazine shouldn't have to invest more money on something that should have been included in the first place. Sure if you would have included some paper counters they wouldn't be professionally mounted, but if someone is "truly interested in exploring the variant" he can shell out the two bucks. Someone like me, however, who would like to try some CRETE/MALTA scenarios could cut out the paper counters and mount them himself. I'm not saying that you should not have "professional" counters available, but if you also had them in the magazine a person could try the variant and decide if he thinks it merits the buying of "permanent counters."

The second complaint I have is some of the comments you made in the Avalon Hill Philosophy Part 69. In it you say that, "Many readers of the General are not hard-core wargamers, and have little interest in fantasy, miniatures, or even wargames of other manufacturers." This statement is a little too naive. I think that a person who invests money to subscribe to a wargame magazine such as THE GENERAL must be pretty hard-core. It has been my experience and that of many of my wargame opponents that what separates a gamer with a passive interest in the hobby from one being hardcore is the subscription to a highly specialized magazine such as THE GENERAL.

The other ridiculous item that I read in A.H. Philosophy, Part 69 was the following sentence, "It is most distressing to a casual gamer to travel upwards of 100 miles only to find little activity in his main field of interest." For my part I do not know any "casual" gamer that would travel 100 miles to a wargaming convention. Maybe according to you, one must travel 100 miles to a wargaming convention and must play "fantasy, miniatures, or even wargames of other manufacturers," to be considered a real wargamer. Here I think if you believe this, as you imply in the A.H. Philosophy Part 69, you are wrong. One can have a very limited field of interest (say SQUAD LEADER) and be hard-core.

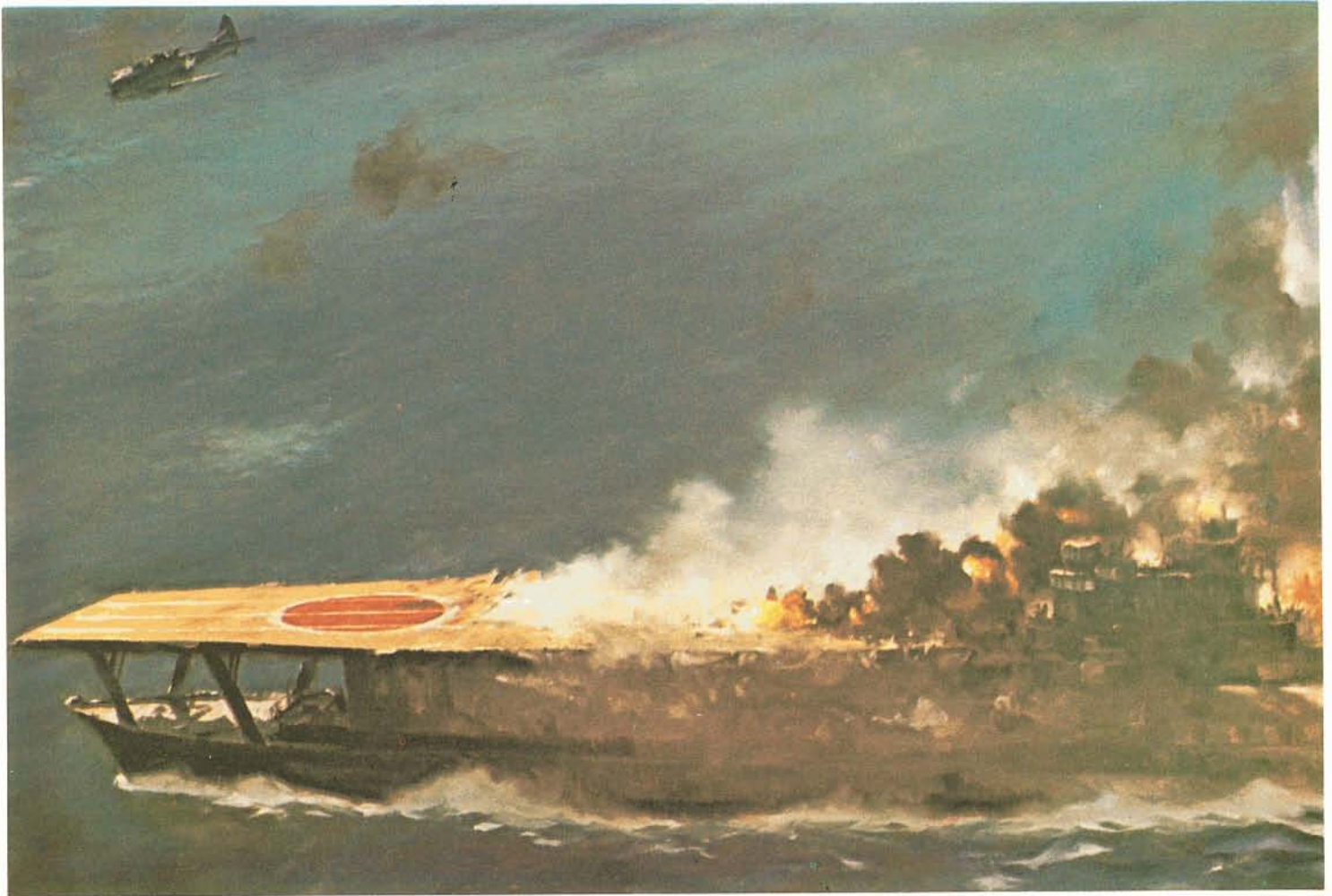
One final complaint I have is your incessant use of the word "love affair" throughout the pages of THE GENERAL. For example on Page 22, Vol. 15 No. 2 you say, "Stuart Smart is one of those incurable THIRD REICH enthusiasts whose love affair for the game is only slightly marred by its abominable rules." Do you have love affairs with your wargames at A.H.? This figure of speech sounds very strange and I believe it should be left out of the pages of THE GENERAL. Maybe if someone at A.H. has a love affair with a game he is a real wargamer . . . I don't know.

At the time of the writing of this letter my views toward Avalon Hill and THE GENERAL are at a low point. Please cheer me up by answering this letter or publishing it in your letters section and answering it there.

Anthony Koroly
San Diego, CA

Nobody is perfect, least of all me or good of Avalon Hill, but I think you doth protesteth too much. First, who said we "left a page out"? When were you ever promised an 11" x 17" insert in every issue? If you've been with us very long you know that one of the major gripes of the readership several years ago was the absence of any insert at all. Readers had to cut up their magazines in order to enter contests or use postage coupons, etc. Adding inserts to the maximum 36 pp. format (maximum due to the limitations of our binding equipment) was a major expense not covered by subscription revenues, but now readers complain that the insert has material on both sides and they still can't cut out the necessary forms without ruining their inserts—which have magically become part of the magazine. Well, guys, there comes a time when you've gotta admit that you can't have your cake and eat it too. If you want that variant map or counters on the back, you'll have to forego the stuff on the other side or spring for a photocopy. There is more involved in the addition of an insert than the simple matter of extra paper and printing. Hand collated inserts are both time consuming and expensive. Every time I add one the magazine exceeds its budget and I must deliver the old "good will" speech to the auditors again. Thus, it behooves me to cut corners where I may and save the big expenditures for when they're really needed to augment a feature—such as occurred in Vol. 15, No. 4 with the Strategic SUBMARINE maps. But back to Vol. 15, No. 3 and your specific complaint. Although I can see the merit of printing variant counters for the "scissors and paste" set, there are more arguments against it than for it. First, it has been my experience that most gamers today are not interested in anything they have to "cut and glue". If the counters are not die-cut, they don't want to bother with it. I'm certainly part of that generation. Second, if a person is "truly interested in exploring the variant" and doesn't want to part with the \$2.00 he still has the option of cutting his CRETE counters out of the magazine itself, or making his own on blanks from the descriptions in the article. Third, any counters printed on the insert could consist of no more than two colors. We can do the 36 pages of THE GENERAL in four color process with one pass through our four color press. A little job like an insert however

Continued on Pg. 32, Col. 1



PACIFIC THEATRE VIA MIDWAY

By Alan R. Moon

MIDWAY, a 15 year old survivor of wargaming's early days (dare we say "classic") remains a favorite of many present day gamers despite the advancement of "the state of the art" since 1964. By today's standard, the game may be too simple for most, but many still enjoy its classic (sorry, just had to say it) simplicity and suspenseful search procedures. The biggest drawback of the game may well be the player's lack of imagination. All too often play becomes stereotyped along the widely believed best course of play; i.e. waiting to combine the first three Japanese groups & then steam en masse for Midway. Despite the set OB and objective, play can vary greatly from game to game simply by the application of different strategies. The American player in particular, thanks to his superior search capabilities and lack of objective, has an excellent opportunity to exercise his guile with clever hide & seek tactics and an ability to dictate the site and time of the inevitable battle. The Japanese player, for his part, can refuse to accept these terms, decline the perceived "best" course of play, and set out on his own tack to upset the standard flow of events. For in *MIDWAY*, the best "strategy" is not necessarily the best if it can be anticipated. The unexpected course is often the best.

Despite all of the above soapbox protestations to the contrary, Alan Moon's Coral Sea variants do add a lot of spice and variety to an old favorite

which may have grown stale with repeated play. In keeping with our recent policy of backing up classy variants with die cut counters, readers may order the necessary parts for \$4.00 from our parts dept. Ask for the Coral Sea Midway variant kit. Each kit contains two die cut full color counter sheets (one 1/2" sheet of ship search and plane counters and one 2" x 1/2" ship battle board counters) and two actual size, full color, unmounted maps. Maryland residents please add 5% state sales tax. All orders should add 40¢ for postage and handling (GENERAL postage coupons may not be used to order this or other parts orders.

CORAL SEA

MIDWAY is a game with a clean system which is almost always different, and rarely dull. It is a classic, however, and as such was designed before the multi-scenario game era. Luckily, the system can be transferred to other battles quite easily, so for those who want a change, every hundred games or so, I introduce the *Pacific Theatre via Midway*.

Many people believe that Midway was the first carrier battle in the Pacific, when that honor actually went to the Coral Sea. The action in May 1942 was to be the first of a number of intense struggles between, for the most part, fairly equal

forces, in the area. However, the first battle of the Coral Sea, though not a decisive victory for either side, was a sign of things to come for the Japanese. Midway was to seal this doom!

By May 1942, the Japanese had advanced across the Pacific, capturing key bases as far south as Lae on New Guinea. May 3rd saw them land at Tulagi to establish a seaplane base, with which to patrol the eastern part of the Coral Sea. The major plan though, was to land a large invasion force at Port Moresby. From there, Japanese planes could control New Guinea completely and Australia would be within striking distance. Troops and transports assembled at Rabaul. The light carrier *Shoho* and the seaplane tender *Kamikawa* were sent to support the invasion, while the carriers *Shokaku* and *Zuikaku* patrolled the east, in case American carriers appeared. A carrier strike had raided Australia in February and met little resistance, leaving the Japanese confident of success.

What the Japanese didn't know was that the Americans had been intercepting and decoding Japanese messages, and were totally aware of their plans. Carriers *Lexington* and *Yorktown* were sent to meet the invasion.

The morning of May 4th opened with a mini-Pearl Harbor at Tulagi as the *Yorktown's* planes surprised the base. The attack did tremendous damage to the transports and equipment there, but

also alerted the Japanese that American carriers were in the area. The Japanese carriers streaked toward the scene while the transports, having left Rabaul waited at sea for the results, but May 5th and 6th passed with no sightings by either side.

On May 7th, both sides found each other and planes were launched. American planes, looking for the big carriers, found the *Shoho* instead. Under tremendous punishment, she sunk in less than a half an hour. The Japanese strike, meanwhile, could not find the American carriers, and sunk only two minor vessels. Other strikes were launched by both sides but none found the other's carriers.

May 8th brought sightings by both sides once again, and more strikes. The American planes concentrated on the *Shokaku* and inflicted severe damage, but she refused to go down. The Japanese planes finally found their targets and the *Lexington* joined the *Shoho* at the bottom of the Coral Sea. Both sides withdrew, battered but each claiming victory. The transports turned back to Rabaul, the invasion had been stopped, but the Americans had lost one of their handful of carriers while only sinking a light carrier in return. The first battle had ended in a tactical Japanese victory, but the Coral Sea would claim many more ships and men in the coming years.

RULES

All Avalon Hill rules are in force, except as follows:

Bombers—

- Bombers have a range of 20 zones.
- Bombers may not land on carriers or at bases that do not accept them.
- Bombers attack ships like dive bombers (from directly above), except that every three bombers count as one attack factor (drop fractions). This is a separate attack; bombers may not attack in the same wave as other planes. Bomber losses are determined by the odds of the attack; 1-3 or less = 2 of every three bombers are lost, 1-2 = 1 of every three bombers is lost, and 1-1 or more = no bombers lost. Attacks at less than 1-3 are treated as 1-3. Bombers may not attack more than one ship in a single battle. Fighters must defend on the battle board as additional screening factors vs bombers attacking ships.
- When attacking bases, bombers must first fight any fighter cover, and then take AA fire, before bombing. Bomber vs fighter combat is resolved on the fighter vs fighter table with the bombers as the attacker. The number of bombers is divided by two (round down) before figuring odds. Losses are multiplied by the number of multiples of 12 bombers. For instance: 37 bombers fighting 12 fighters would be fought on the 1-1 column, but losses would be tripled because of the 3 multiples of 12 bombers. AA fire is resolved by checking the AA strength and then rolling one die on the appropriate table for every six bombers or fraction thereof. After fighter and AA combat, the remaining bombers attack the base. For every two bombers, one hit is scored on the base and one plane on the ground (if any) is destroyed.
- When bombers have fighter escort, fight a normal fighter vs fighter combat, with the defender peeling off excess fighters of his choice to fight the bombers.
- Dive bombers and torpedo planes may also attack bases, acting as bombers. For every four T/D, one hit is scored and one plane destroyed. T/D may not combine with bombers but both may attack the same base in the same turn. Attacker has the choice of what type planes will attack first (thereby suffering the most losses if fighters are present). The defender must use at least enough fighters to get a 1-1 attack (unless impossible, in which case all fighters must fight the first group) against the first group (type) of bombers.

7. Bombers may never abort their missions. This includes T/D acting as bombers.

8. Bombers do not ready in one turn like other planes. Readying time is dependent upon the base and scenario being played. Bombers may begin any scenario in readied condition.

Bases—

1. The following is a list of bases and their locations, used in other scenarios.

Gili-Gili (B4H), Henderson (F4F), Ndeni (I4G), Espiritu Santo (I6G) Buka (D2E), Buin (D3C), Buna (A4C), Gasmata (B3B)

2. Bases available, plane capacities, types of prohibited planes, AA strengths, and bomber readying times are listed in each scenario.

3. Each base also has a knockout number. If a base takes hits equal to or more than its knockout number, there is a chance that the base has been made inoperable for that day; roll a die and a roll of 5 or 6 knocks out the base till 0700 of the next day. Planes may not land or take-off from knocked out bases. Damage for each day is cumulative, and each time an attack scores additional hits after the knockout number has been reached, the die must be rolled again (unless the base is already knocked out). A base that receives twice as many hits as its knockout number is automatically knocked out.

4. AA Tables:

Strength	1	2	3	4
Die	1	2	3	4
1	0	0	0	0
2	0	0	0	1
3	0	1	1	1
4	1	1	1	2
5	1	1	2	2
6	1	2	2	2

Suicide Missions—

No one-way (beyond range) missions are allowed in any scenario.

Replacements—

Each side receives replacements at the end of the second night turn of each day. One plane of each type (F, B, T, D) may be returned for every four of each type destroyed that day. Odd amounts of destroyed planes may be saved till the next night. Only one plane of every three replacements may be put on carriers. All replacements must ready before flying.

Searches—

- Each side gets 3 searches in all scenarios.
- Searches may only be made within twelve zones of ships or within 5 zones of bases. New Caledonia, Australia and Truk can not be used to search from.

Terrain—

Fighters cannot fly through mountain squares.

Off-Board Bases

- Planes fly to and from off-board bases by using the specially marked squares at the edges of the map. The number is the number of zones it takes a plane to reach that zone on take-off or the number left to land.
- Planes may shuttle back and forth to Australia and New Caledonia with no penalty other than normal readying requirements.
- Japanese planes can land at Truk, but cannot fly again in the game. Additional planes can be held off the board, but once entered, must abide by this rule.
- Off-Board bases may not be attacked.
- Ships may leave the board but may not return.

Destroyers—

The Japanese had more destroyers than the Americans in all of the Coral Sea actions. To account for this, the Japanese may add two (2) factors of AA, once each turn, to any attack on one ship.

Base Knockout Numbers—

- 25 Rabaul, Port Moresby
- 18 Lae, Henderson, Buin, Espiritu Santo (Santa Cruz)
- 12 Espiritu Santo, Buna (Santa Cruz)
- 5 Buna, Buka, Tulagi, Shortlands, Ndeni, Gili-Gili, Gasmata, Kavieng

EASTERN SOLOMONS

A month after the battle of the Coral Sea, the Americans avenged the loss of the *Lexington*, as four Japanese carriers were sunk at Midway. The Japanese advance across the Pacific was slowed.

In the South Pacific though, they were still on the move. In July, construction began on an airfield at Guadalcanal, and on New Guinea Japanese troops captured Buna, southeast of Lae.

The Americans reacted quickly, marines invading Guadalcanal and seizing the unfinished airfield. It was named Henderson Field after a Midway hero.

Japanese reaction was likewise as swift, as wave after wave of planes from Rabaul attacked the field, and the Allied support ships. Japanese aerial losses were high and seemingly in vain. Each night, engineers repaired the damage done during the day.

The Japanese turned their focus again to New Guinea, and Guadalcanal became a secondary objective. A large force was sent south over the Stanley Mountains in another attempt to take Port Moresby. Transports were sent to Gili-Gili in an effort to capture a newly built Australian base there, and a large carrier force, including the newly repaired *Shokaku* and *Zuikaku*, was dispatched to meet the expected American reaction. Other transports were also sent to reinforce and supply the remnants of the force on Guadalcanal.

August 24th opened with both carrier forces sighting each other early in the day. The Japanese plan was to use the CVL *Ryujo* and its escorts to draw off the main American attack, while planes from the *Shokaku* and *Zuikaku* attacked the American CVs. The plan seemed to be working as American planes did attack the *Ryujo*, never sighting the main fleet. The *Ryujo* was slaughtered. Japanese planes, however, were met by tremendous CAP and AA fire and only managed to inflict minor damage on the *Enterprise*, while losing an incredible number of aircraft and pilots. Other strikes failed to make contact, and both sides withdrew late in the day. A small group of planes did find the Japanese tender *Chitose* and it joined the *Ryujo* at the bottom of the sea.

At about the same time, Australian troops had ended the New Guinea expansion by pushing Japanese troops across the Stanley Mountains, while Australian planes repulsed the landings at Milne Bay. The troops landed on Guadalcanal met heavy resistance and though the fighting continued, the Americans held onto Henderson Field.

Round Two in the Coral Sea had gone to the Allies.

SANTA CRUZ

From August to October 1942, a heavyweight bout was fought between the Japanese Tokyo Express and the American Cactus Air Force on and around Guadalcanal. By night, the Japanese ran supplies down The Slot to their troops. By day, the

EASTERN SOLOMONS HIT RECORD

AMERICAN SHIPS

Saratoga 10	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Minneapolis 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	San Francisco 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	San Juan 2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Enterprise 10	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	New Orleans 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Salt Lake City 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Atlanta 2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wasp 10	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Portland 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	North Carolina 9	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

CARRIER CAPACITY

Saratoga: (Maximum Capacity: 28)



Enterprise: (Maximum Capacity: 28)



Wasp: (Maximum Capacity: 24)



BASES

New Caledonia: (Maximum Capacity—Unlimited) Bomber Ready Time—3 Turns
 Australia: (Maximum Capacity—Unlimited) Bomber Ready Time—2 Turns
 Espiritu Santo: (Maximum Capacity—10) AA: 2, Bomber Ready Time—5 Turns
 Ndeni: (Maximum Capacity—6) AA: 1, May not accept bombers or dive bombers
 Henderson: (Maximum Capacity—25) AA: 2, Bomber Ready Time—5 Turns
 Gili-Gili: (Maximum Capacity—8) AA: 1, May not accept bombers
 Port Moresby: (Maximum Capacity—50) AA: 4, Bomber Ready Time—3 Turns

LAND-BASED PLANES



If Japanese ships sighted in rows 5, 6, or 7, these planes are available at Australia:



STARTING POSITIONS

Row 1, East edge

TIME RECORD

0500	0700	0900	1100	1300	1500	1700	Night, Aug 24	Night, Aug 25	0500	0700	0900	1100	1300	1500	1700	Night, Aug 25	Night, Aug 26	0500	0700	0900	1100	1300	1500	1700

JAPANESE SHIPS

Shokaku 10	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Kirishima 6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Kinugasa 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Tatsuta 2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Zuikaku 10	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Hiei 6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Aoba 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Tenryu 2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Ryujo 7	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Atago 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Chokai 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	AP One 4/1*	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Chitose 5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Maya 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Furutaka 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	AP Two 4/1*	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Tone 4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Takao 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Nagara 2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	AP Three 4/1*	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Chikuma 4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Myoko 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Yura 2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	AP Four 4/1*	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Suzuya 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Haguro 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Jintsu 2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	AP Five 4/1*	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Kumano 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Mutsu 8	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				

Tone: (Maximum Capacity: 1) Fighter only

Chikuma: (Maximum Capacity: 1) Fighter only

CARRIER CAPACITY

Shokaku: (Maximum Capacity: 24)



Zuikaku: (Maximum Capacity: 24)



Ryujo: Maximum Capacity: 14)



Chitose:



May not accept dive bombers

BASES

Rabaul: (Maximum Capacity—60) AA: 4, Bomber Ready Time—3 Turns
 Lae: (Maximum Capacity—40) AA 4, Bomber Ready Time—4 Turns
 Buka: (Maximum Capacity—8) AA: 1, May not accept bombers
 Buna: (Maximum Capacity—12) AA: 1, May not accept bombers
 Gasmata: (Maximum Capacity—10) AA: 2, Bomber Ready Time—5 Turns
 Shortlands: (Maximum Capacity—12) AA: 2, May not accept bombers or dive bombers
 Kavieng: (Maximum Capacity—8) AA: 1, May not accept bombers

LAND-BASED PLANES



If American ships are sighted in rows 1, 2, or 3, these planes are available at Truk:



STARTING POSITIONS

North edge or at Rabaul

VICTORY POINTS

Both sides receive one point for every three enemy planes destroyed as well as the usual points for ships sunk. The Japanese receive 10 points for landing an AP at Gili-Gili and 10 points for landing an AP on Guadalcanal. In both cases, the AP must remain stationary for one turn after arrival. Landing additional APs does not yield additional points. The American player receives 10 points if all APs are destroyed prior to landing.

Americans covered the unloading of Allied supplies. The situation seemed stalemated, though the intense fighting continued.

At sea, Japanese submarines sunk the *Wasp* and damaged the *Saratoga*, severely reducing American air-power. American ships did manage a victory at Cape Esperance but the victory was bitter-sweet. The Japanese committed battleships to the conflict for the first time. On October 15th, BBs *Kongo* and *Haruna* shelled Henderson Field and set the pattern for the weeks to come. The Japanese, feeling the advantage had shifted to their side, set Oct. 23rd as Y-Day, an all out attempt to take Guadalcanal.

The battleships lobbed in over 1000 rounds night after night in preparation for the invasion, but the Americans would not be shaken. Y-Day was put back day after day.

To the north, the Japanese carrier fleet sat waiting patiently to move in, after the capture of the field, confident that American CV strength was minimal. Meanwhile, a more than minimal American force including the *Hornet* and a repaired *Enterprise* made a bold move, flanking Guadalcanal to the east, in an attempt to surprise the Japanese force.

The surprise failed as Japanese scouts found the *Enterprise* early on the morning of Oct. 25th. Fortunately, American scouts had also spotted their

quarry. In fact, two Dauntless dive bombers attacked the *Zuiho* and put her out of action.

A strong Japanese strike bit into the *Hornet*, inflicting great damage but losing many planes. The American strike did little damage while sustaining light losses. Strike two hit the *Hornet* again but she refused to go down. The *Enterprise* was also hit, but again Japanese aircraft losses were very high. The *Hornet* had to be scuttled, though it was still afloat when the Japanese returned to finish the job. The Americans retired.

The Japanese had won round three, but lost the war. The tremendous cost exacted in planes and pilots would lead to the eventual defeat of the Imperial Japanese Navy. Few of the pilots who had flown at Pearl Harbor were still alive. On Guadalcanal, the fighting continued but the Americans and the Cactus Air Force were in control.

And finally, for you diehards, here's how to keep MIDWAY fresh, without leaving the area.

Other ships, for both sides, could have seen action at Midway. The *Lexington* would certainly have been there, if she had not been sunk at Coral Sea. And what if the *Wasp* had been ready early? Or the Japanese had sent the *Shokaku* and/or *Zuikaku*? Well, here's your chance to find out.

Take seven blank counters and number them from one to seven. Mix them (number down) on the

board and have each player draw one secretly. Add the ships listed below, for the hit each player draws. Chits do not have to be revealed till the end of the game.

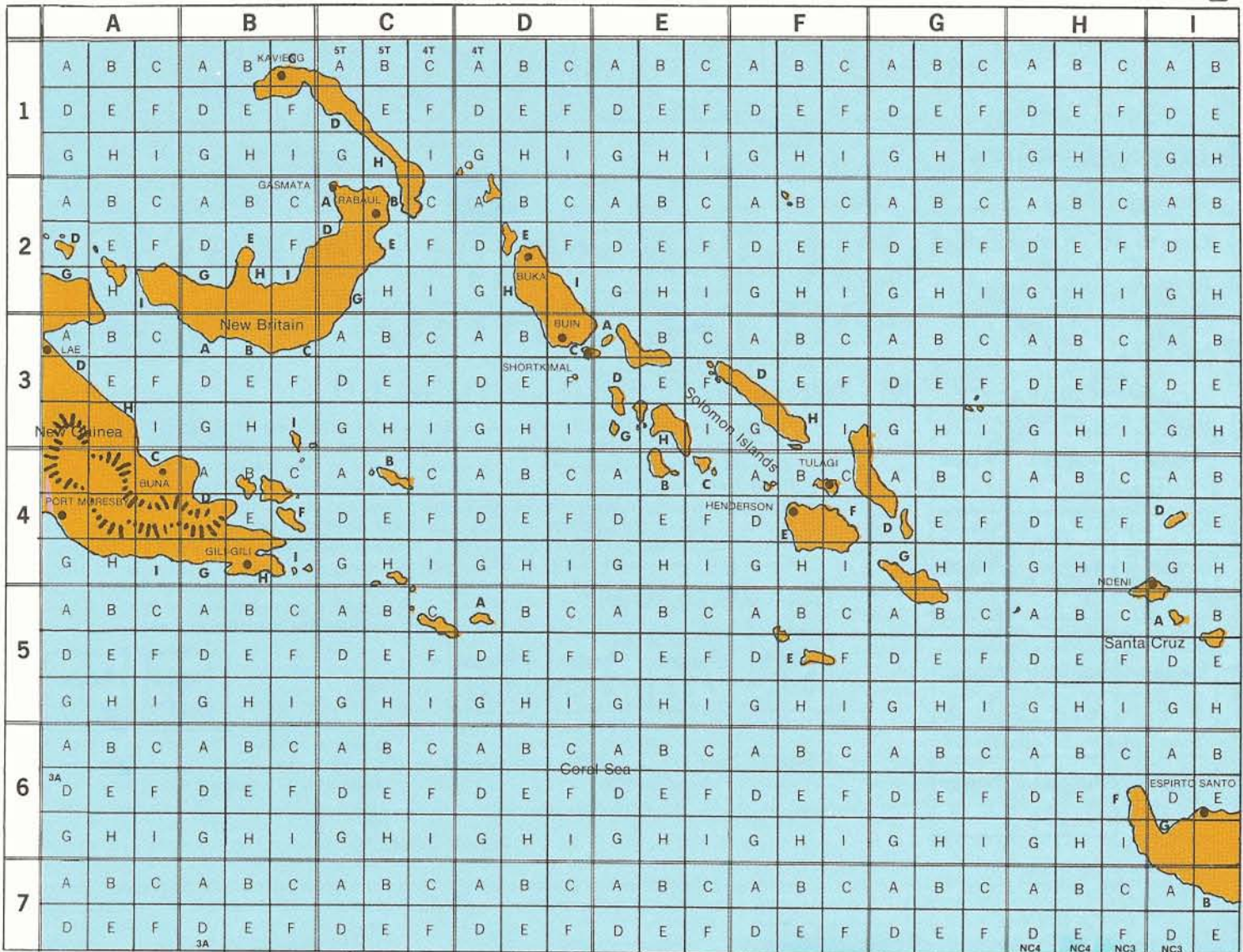
Another way is to pay victory points for drawing chits. Pay 5 victory points for chit #1, 10 for chit #2, and so forth. Players do not have to tell how much they paid till the end of the game. With this system, victory will never be certain till the game is over. It can also cause some nasty surprises.

AMERICAN	JAPANESE*
#1 BB <i>Colorado</i> †	AV <i>Kamikawa</i>
BB <i>Maryland</i>	w/ 6F
#2 CV <i>Lexington</i> †	CV <i>Shokaku</i>
w/ 7F, 7D, 4T	w/ 6F, 6D, 6T
#3 CV <i>Wasp</i>	CV <i>Zuikaku</i>
w/ 7F, 10D, 7T	w/ 7F, 7D, 7T
#4 CV <i>Lexington plus</i>	CV <i>Zuikaku</i>
BB <i>Colorado</i>	w/ 7F, 7D, 10T
#5 CV <i>Lexington plus</i>	#3 above plus
BB <i>Colorado and</i>	AV <i>Kamikawa</i>
BB <i>Maryland</i>	
#6 #5 plus ADD	#4 above plus
6F, 3D, 3T to	AV <i>Kamikawa</i>
Midway forces	
#7 #2 and #3 above	#2 and #4 above

* #s 1, 2, 4 and 6 may start at 0500 Jun 3

#s 3, 5, and 7 start at 0500 Jun 4

† *Colorado* and *Maryland* are worth 8 points and may take a total of 7 hits.



SANTA CRUZ HIT RECORD

AMERICAN SHIPS

Enterprise 10	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Portland 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	San Diego 2	<input type="checkbox"/> <input type="checkbox"/>	Atlanta 2	<input type="checkbox"/> <input type="checkbox"/>
Hornet 10	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Northampton 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	San Juan 2	<input type="checkbox"/> <input type="checkbox"/>		
South Dakota 9	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Pensacola 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Juneau 2	<input type="checkbox"/> <input type="checkbox"/>		
Washington 9	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	San Francisco 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Helena 2	<input type="checkbox"/> <input type="checkbox"/>		

CARRIER CAPACITY

Enterprise: (Maximum Capacity: 28)



Hornet: (Maximum Capacity: 28)



BASES

New Caledonia: (Maximum Capacity—Unlimited) Bomber Ready Time—3 Turns
 Australia: (Maximum Capacity—Unlimited) Bomber Ready Time—2 Turns
 Espiritu Santo: (Maximum Capacity—30) AA: 4, Bomber Ready Time—4 Turns
 Henderson: (Maximum Capacity—35) AA: 3, Bomber Ready Time—4 Turns
 Gili-Gili: (Maximum Capacity—20) AA: 2, May not accept bombers
 Port Moresby: (Maximum Capacity—50) AA: 4, Bomber Ready Time—3 Turns

LAND-BASED PLANES



If Japanese ships are sighted in rows 5, 6, or 7, these planes are available at Australia:



STARTING POSITIONS

East edge of row I or south edge of G, H, or I.

TIME RECORD

0500	0700	0900	1100	1300	1500	1700	Night, Oct 25	Night, Oct 26	0500	0700	0900	1100	1300	1500	1700	Night, Oct 26	Night, Oct 27	0500	0700	0900	1100	1300	1500	1700	

JAPANESE SHIPS

Shokaku 10	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Chikuma 4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Atago 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Suzuya 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Zuikaku 10	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Kongo 6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Myoko 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Chokai 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Junyo 8	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Haruna 6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Takao 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Isuzu 2	<input type="checkbox"/> <input type="checkbox"/>
Zuiho 6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Hiei 6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Maya 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Nagara 2	<input type="checkbox"/> <input type="checkbox"/>
Tone 4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Kirishima 6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Kumano 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Yura 2	<input type="checkbox"/> <input type="checkbox"/>

CARRIER CAPACITY

Shokaku: (Maximum Capacity: 24)



Zuikaku: (Maximum Capacity: 24)



Junyo: (Maximum Capacity: 16)



Zuiho: (Maximum Capacity: 9)



BASES

Rabaul: (Maximum Capacity—60) AA: 4, Bomber Ready Time—3 Turns
 Lae: (Maximum Capacity—40) AA: 4, Bomber Ready Time—4 Turns
 Buin: (Maximum Capacity—40) AA: 3, Bomber Ready Time—4 Turns
 Buna: (Maximum Capacity—25) AA: 3, Bomber Ready Time—5 Turns
 Buka: (Maximum Capacity—8) AA: 1, Bombers may land but not take off for duration of game
 Gasmata: (Maximum Capacity—10) AA: 2, Bomber Ready Time—5 Turns
 Shortlands: (Maximum Capacity—12) AA: 2, May not accept bombers or dive bombers
 Kavieng: (Maximum Capacity—8) AA: 1, May not accept bombers

LAND-BASED PLANES



If American ships are sighted in rows 1, 2, or 3, these planes are available at Truk.



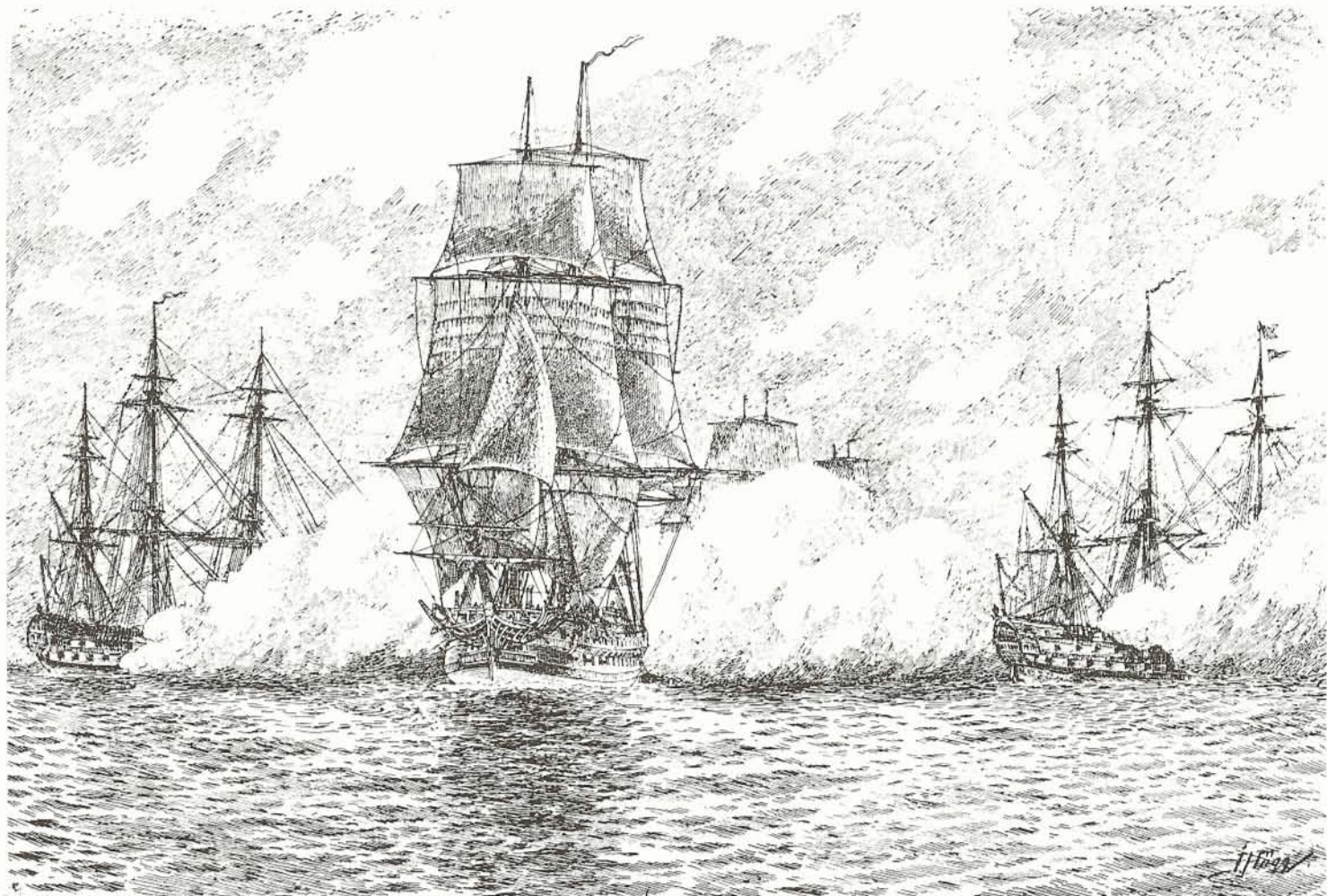
STARTING POSITIONS Anywhere in rows 1, 2, or 3.

VICTORY POINTS

Both sides receive one point for every three enemy planes destroyed as well as the usual points for ships sunk. Neither player wins unless he has both the highest point total and a score of at least 50 points.

Tone: (Maximum Capacity: 1)
 Chikuma: (Maximum Capacity: 1)

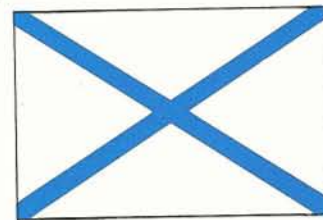
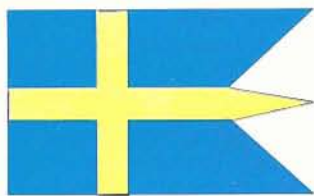
Fighter only



WOODEN SHIPS AND IRON MEN OF THE BALTIC

THE RUSSO-SWEDISH WAR OF 1788-1790

by
Gary Charbonneau



Whenever the age of fighting sail is discussed, one instantly envisions a British frigate having at it with a traditional French, Spanish, or perhaps even an American foe. But the centuries have brought about great changes in world power and few present day people beyond the realm of the historian would number the Dutch or Swedes among the great powers of 200 years ago. Gary Charbonneau utilizes the WS&IM game to give us a glimpse of the once great Swedish might against the Russian bear.

Compared to the mighty Russian bear, by the end of the Eighteenth century little Sweden must have seemed to outside observers little more than an annoying gnat. Russia had a population of 40,000,000, while Sweden, together with Finland, could boast only some 2,000,000. Not surprisingly, the Swedes had been roughly handled by the Russians during the wars of the previous century, losing to them a good deal of the southern Baltic coast. The Russian capital, St. Petersburg, itself stood upon land which had been Swedish as recently as the beginning of the 1700's. For this, the Swedes wanted revenge—or at least that is what the Swedish

monarch, Gustaf III, hoped. An “enlightened despot” whose centralizing “reforms” had stirred up a hornets’ nest of resistance, he wanted to recoup his political fortunes by a victorious war against his neighbor to the east.

Gustaf chose to strike at Russia in 1788. The moment could hardly have been better chosen. The tsarina, Catherine the Great, was distracted by a war with Turkey which had broken out the previous year, and she was preparing to send the bulk of her Baltic fleet to the Mediterranean. Its departure would have left St. Petersburg virtually defenseless by sea save for the fortified island base of Kronstadt a few miles to the west. However, Gustaf jumped the gun by ordering out his fleets before the Russian move had really gotten under way. As a result, the two opposing forces met off the island of Hogland, in the Gulf of Finland, on July 26, 1788 (Scenario B-1). Having shot each other up to some extent, the antagonists then retired. Although tactically indecisive, the Battle of Hogland had been a strategic Russian success, since it had disrupted Swedish plans for an immediate advance on St. Petersburg.

Hogland was the major naval action of the year, although there was some fighting later between the galley and gunboat flotillas which each side was compelled to employ on the stern and rockbound coast of Finland. Meanwhile, a small Russian squadron in the western Baltic had managed to destroy three Swedish frigates there before finally ending up in friendly Copenhagen. There it was promptly joined for the winter by four ships-of-the-line and two frigates which had come down from Arkhangel'sk on the White Sea.

In 1789, the Russians made 35 ships-of-the-line ready for Baltic operations, while the Swedes managed to scrape together only 21. However, the Swedes were concentrated at their main fleet base at Karlskrona, while the Russians were badly divided, with 11 sail-of-the-line at Copenhagen, 10 at Revel, and 14 at Kronstadt. Clearly the Swedes would have had the edge if they could have caught one of these squadrons alone. Their advantage was increased by the fact that the earlier breakup of the winter ice at Karlskrona would have enabled them to leave port before the Russians at Revel or Kronstadt could

SCENARIO B-1

THE BATTLE OF HOGLAND

July 17, 1788

I. INTRODUCTION

The Russian approach became confused when the van squadron, to the north, was ordered to attack the enemy's lead ships. Due to a misunderstanding, this order was also carried out by the *Boleslav*, *Mecheslav*, and *Vladislav*, of the Russian rear squadron, which traversed the whole length of the Russian line to get at the Swedes. The Russian commander thereupon ordered the whole fleet to wear to the southwards, but by this time the three ships had already lost their position in the formation. The turn to the south merely caused three more ships, *Ioann Bogoslav*, *Pamiat*, *Evstafia*, and *Deris*, to fall out as well when they tacked instead of wore. But with heavier ships and a slight advantage in weight of metal, the Russians were still able to get the better of things. The 100-gun *Rostislav* eventually came up against the *Prins Gustaf*, one of the Swedish squadronal flagships, and battered her into submission. However, the Russian *Vladislav* and become entangled with too many opponents and was also forced to strike. The Russian commander ordered the rest of his fleet up to rescue the *Vladislav*, but his signals were not seen

in the fading light. The Russians lost 1280 men killed or wounded, plus 526 captured aboard the *Vladislav*. The Swedish loss was 612 killed or wounded and 539, from the *Prins Gustaf*, taken prisoner.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 4
Wind Velocity: 2—Moderate Breeze
Wind Change: 6

III. SPECIAL RULES

- A. No land hexes
- B. No anchoring allowed
- C. The Swedes may attempt to exit the board via board edge 1. If they succeed in doing so, they receive an additional 75 points. If any Swedish ship exits the board via edge 1, however, all must do so. Any ship which does not is considered lost, and the Russian player receives points for it. If the Swedes succeed in leaving the board via edge 1 and have a point advantage of 7-1 or better (including their 75-point bonus) at the end of the scenario, the campaign game ends in an automatic Swedish victory.

SCENARIO B-1

Name	Guns	Class	Nr.	Initial Position		Dir.	Hull	Crew	Section				Depth (ft.)	Point Value			
				Bow	Hex				Qual.	1	2	3			L.R.	1	2
SWEDES:																	
Prins Gustav Adolf	62	SOL	2	E27	6	10	Av	4	4	4	6	6	7	7	7	16	15
Fredrik Adolf	62	SOL	2	G27	6	10	Av	4	4	3	6	6	7	7	7	16	15
Sofia Magdalena	70	SOL	2	I27	6	12	Av	5	4	4	8	8	7	7	7	17	20
Prins Karl	62	SOL	2	K27	6	10	Av	4	4	3	6	6	7	7	7	16	15
Thetis	40	F	3	M27	6	7	Av	3	2	2	4	4	5	5	5	15	11
Forsiktigheten	62	SOL	2	O27	6	10	Av	4	4	4	6	6	7	7	7	16	15
Minerva	40	F	3	Q27	6	7	Av	3	2	2	4	4	5	5	5	15	11
Aran	62	SOL	2	S27	6	10	Av	4	4	4	6	6	7	7	7	16	15
Faderneslandet	62	SOL	2	U27	6	10	Av	4	4	4	6	6	7	7	7	16	15
Gustaf III	70	SOL	2	W27	6	12	Av	5	4	4	8	8	7	7	7	17	20
Vasa	60	SOL	2	Y27	6	10	Av	4	4	4	6	6	7	7	7	16	15
Dygdén	62	SOL	2	AA27	6	10	Av	4	4	4	6	6	7	7	7	16	15
Froja	40	F	3	CC27	6	7	Av	3	2	2	4	4	5	5	5	15	11
Enigheten	70	SOL	2	EE27	6	12	Av	5	4	4	8	8	7	7	7	17	20
Camilla	40	F	3	GG27	6	7	Av	3	2	2	4	4	5	5	5	15	11
Rattvisan	62	SOL	2	II27	6	10	Av	4	4	4	6	6	7	7	7	16	15
Prins Gustaf	70	SOL	2	KK27	6	12	Av	4	4	4	8	8	7	7	7	17	20
Omheten	62	SOL	2	MM27	6	10	Av	4	4	4	6	6	7	7	7	16	15
Gripen	40	F	3	OO27	6	7	Av	3	3	2	4	4	5	5	5	15	11
Hedvig Elisabeth Charlotta	62	SOL	2	QQ27	6	10	Av	5	4	4	6	6	7	7	7	16	15
RUSSIANS:																	
Deris	66	SOL	2	M4	4	10	Av	4	3	3	6	6	7	7	7	16	16
Pamiat' Evstafia	66	SOL	2	O4	4	10	Av	4	3	3	6	6	7	7	7	16	16
Kir Ioann	74	SOL	2	Q4	4	12	Av	4	4	4	8	8	7	7	7	17	20
Iaroslav	74	SOL	2	S4	4	10	Av	4	4	4	8	8	7	7	7	17	20
Viktor	66	SOL	2	U4	4	10	Av	4	3	3	6	6	7	7	7	16	16
Vladislav	74	SOL	2	W4	4	12	Av	4	4	4	8	8	7	7	7	17	20
Iziaslav	66	SOL	2	Y4	4	10	Av	4	3	3	6	6	7	7	7	16	16
Rostislav	100	SOL	1	AA4	4	15	Av	5	4	4	10	10	8	8	8	21	25
Mstislav	74	SOL	2	CC4	4	12	Av	4	4	4	8	8	7	7	7	17	20
Sviatoi Petr	74	SOL	2	EE4	4	12	Av	4	4	4	8	8	7	7	7	17	20
Sviataia Elena	74	SOL	2	GG4	4	12	Av	4	4	4	8	8	7	7	7	17	20
Rodislav	66	SOL	2	II4	4	10	Av	4	3	3	6	6	7	7	7	16	16
Mecheslav	66	SOL	2	KK4	4	10	Av	4	3	3	6	6	7	7	7	16	16
Ysheslav	66	SOL	2	MM4	4	10	Av	4	3	3	6	6	7	7	7	16	16
Voeslav	74	SOL	2	OO4	4	12	Av	4	4	4	8	8	7	7	7	17	20
Ioann Bogoslav	74	SOL	2	QQ4	4	12	Av	4	4	4	8	8	7	7	7	17	20
Boleslav	66	SOL	2	SS4	4	10	Av	4	3	3	6	6	7	7	7	16	16

have moved. But instead of taking advantage of their opportunity, the Swedes allowed it to slip through their fingers. They did not leave Karlskrona until July, by which time the Revel and Kronstadt squadrons had been allowed to unite under the command of Admiral Chichagov. The Swedes met Chichagov south of Aland on August 3 (Scenario B-2), but neither side suffered much damage. After a futile attempt to prevent the Russian Copenhagen squadron from linking up with Chichagov, the outnumbered Swedes returned to Karlskrona. The year's fighting between the respective sailing fleets was over.

In fact, the real fighting in 1789 took place between the galley fleets. In 1788 the Russian flotilla had been quite small, but a major building program had been undertaken at St. Petersburg over the winter. By 1789, the Russians had over 150 galleys and gunboats afloat, with perhaps half that number ready for action. They were under the command of the Prince of Nassau-Siegen, an odd adventurer who had served as a brigadier with the Spanish forces at the Siege of Gibraltar during the War of American Independence. He had recently been brought north after successes in 1788 at the mouth of the Dnepr against the hapless Turks.

The Russians had stationed a small squadron of heavy ships off Porkkala-udd. This was one of the few places on the Finnish coast where deep-draught vessels could approach the shore. The Russian maneuver had split the Swedish galley flotilla into two sections, one based at Stockholm and the other at Helsinki. Under the circumstances, the logical target of any Russian offensive was the Helsinki squadron. After a preliminary probe which it had made toward the Russian flotilla base at Fredrikshamn had been repulsed, that squadron accordingly arranged itself in a defensive position at Svenskund, a harbor about ten miles southwest of Helsinki.

The circular harbor of Svenskund was an excellent position, for, while sheltered, it had a number of entrances. If the Russians concentrated their forces to attack through one entrance, the outnumbered Swedes could escape through another. If, on the other hand, the Russians tried to cover all the entrances, they would have to disperse their forces and would expose themselves to defeat in detail. At the very least, they would create for themselves severe problems of command control and coordination. Nevertheless, the Russians decided to split their fleet, with Nassau-Siegen in personal command of a northern squadron of 66 vessels, and Major General Balle in charge of a southern one of 20.

Relying on some sunken ships to slow Nassau-Siegen's advance through the narrow northern channels, the Swedes concentrated on blocking Balle. Balle moved forward, was predictably defeated, and fell back, but Nassau-Siegen was eventually able to break through from the north and catch the Swedes in the rear. It was a bloody day's work. The Russians lost over 1000 men, the Swedes about 1350, including 500 sick taken aboard a captured hospital ship. The Swedish galleys retreated to the westward. This enabled the victorious Russians to threaten the flanks of the Swedish land forces in Finland with amphibious envelopment, and the latter were compelled to make a minor withdrawal. Except for some minor skirmishes which resulted in the loss of two Russian ships-of-the-line which went aground, the 1789 campaign was over.

The year 1790 was to prove to be the decisive one of the war. The Swedes now made an all-out effort, commissioning 25 ships-of-the-line, 16 frigates, and 366 smaller craft. The Russians countered with 30 ships-of-the-line, 16 frigates, and 201 lesser vessels. The strategic situation was similar to the one in

1789. The Swedish sailing fleet was concentrated at Karlskrona, while the Russians were split up between Kronstadt and Revel. This year the Swedes managed to get out of port in good time, sailing to Revel to wipe out the Russian squadron there. However, they tipped their hand by making a successful but subsidiary raid on the port of Baltiski, just to the west of Revel. At Revel itself, Admiral Chichagov was thus alerted in time to get his ships out of the dockyard and into line in the outer harbor. Nevertheless, the Swedes had a considerable numerical superiority, and they should have won. Instead, they lost two ships-of-the-line and had several others badly damaged (Scenario B-3).

At about the same time the Swedish galley fleet, under the personal command of Gustaf III, advanced on Fredrikshamn. Gustaf's sudden move caught the Russians by surprise, but they fought a skillful delaying action, sacrificing 26 ships to enable a ground regiment to come up to secure the fortifications. A second Swedish attempt on Fredrikshamn also failed, and eventually Gustaf decided simply to circle around it and operate out of Vyborg Bay. They also brought up their sailing fleet to protect their galleys. With the Swedes now almost at the very gates of St. Petersburg, the Russian Kronstadt fleet decided to come out and fight.

The battle (Scenario B-4) was fought off Styrusudden in the eastern Gulf of Finland. Like most of the other battles of the war, it was tactically indecisive but strategically very important. The Swedes once again failed to break through to St. Petersburg and, as the Russian Revel squadron was now approaching to join their comrades from Kronstadt, the Swedes had to withdraw.

Gustaf III now ordered his sailing fleet into Vyborg Bay to keep his galleys shielded. It was, of course, immediately blockaded there by the now united and numerically superior Russian sailing fleet, but the position was not as serious as it might have been, since the Russian galley fleet was still split up between Fredrikshamn, Kronstadt, and even Vyborg itself, where a portion had been trapped by the Swedes. Thus, while the Russians scrambled to unite their flotillas for an assault on the embayed enemy fleet, the Swedes determined to make one more try for St. Petersburg. Their preliminary attempt on Vyborg failed, however, and Gustaf soon realized that he had stuck his head into a trap. Supplies and time were both running out. He was left with no alternative but to attempt to break out to the west, towards home.

Except for a ship-of-the-line which went aground at the outset, the Swedish dash for freedom went well at first. Like Svensksund, Vyborg Bay has a number of exits, and the one through which the Swedes were escaping was covered by only five Russian ships-of-the-line. Then a Swedish fireship accidentally ran afoul of a Swedish ship-of-the-line, which in turn ran afoul of a frigate. All three ships blew up, taking with them most of their crews. In the ensuing smoky confusion, three more ships-of-the-line and two frigates ran aground, while another two sail-of-the-line fell victim to the Russian pursuit (Scenario B-5). Gustaf III himself narrowly evaded capture.

By this time, the Swedes ought to have been well and truly beaten, but their galley fleet had managed to escape from Vyborg Bay intact. It managed to get into Svensksund, where Nassau-Siegen attacked it as soon as the Russian flotilla came up. The Swedes formed a concave line and advanced on both flanks, catching the Russians in a devastating cross-fire. The Russians lost 7400 men, the Swedes only about 300. The war was soon ended on the basis of the *status quo ante bellum*. The disaster at Vyborg had been counterbalanced by the victory at Svensksund, and the Swedes had managed a draw.

SCENARIO B-2
THE BATTLE OF ALAND

August 3, 1789

I. INTRODUCTION

This battle turned out to be only a skirmish. The Swedish admiral, Duke Karl of Sodermanland (brother and heir of Gustaf III), ordered his rear ships to double up on the rear ships of the Russian fleet, while his lead ships were to tackle the Russian van and prevent it from going to the aid of the rear. The plan was sensible enough, but only four ships in the Swedish rear squadron obeyed the order to attack. Being unsupported, they had to withdraw. In general, the Russians sought to avoid action.

Casualties on both sides were light and were due mainly to bursting guns; the *Deris* lost 15 killed and 92 wounded to this cause alone.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 5
Wind Velocity: 3—Normal Breeze
Wind Change: 6

III. SPECIAL RULES

- A. No land hexes
- B. No anchoring allowed

Name	Guns	Class	Nr.	Initial Position		Hull	Qual.	Crew			Depth (ft.)	Point Value
				Bow Hex	Dir. Nr.			Section	Guns	Rigging		
SWEDES:												
Dristigheten	64	SOL	2	LL19	3	10	Av	4 4 4	6 6	7 7 7 -	16	15
Rattvisan	62	SOL	2	JJ18	3	10	Av	4 4 4	6 6	7 7 7 -	16	15
Zemire	40	F	3	HH17	3	7	Av	3 2 2	4 4	5 5 5 5	15	11
Gota Lejon	74	SOL	2	FF16	3	12	Av	4 4 4	8 8	7 7 7 -	17	20
Hedvig Elisabeth												
Charlotta	64	SOL	2	DD15	3	10	Av	5 4 4	6 6	7 7 7 -	16	15
Lovisa Ulrika	74	SOL	2	BB14	3	10	Av	5 4 4	6 6	7 7 7 -	17	20
Thetis	40	F	3	Z13	3	7	Av	3 2 2	4 4	5 5 5 5	15	11
Manligheten	64	SOL	2	X12	3	10	Av	4 4 4	6 6	7 7 7 -	16	15
Uppland	44	F	3	V11	3	7	Av	3 3 2	4 4	5 5 5 5	15	11
Omheten	62	SOL	2	T10	3	10	Av	4 4 4	6 6	7 7 7 -	16	15
Prins Karl	64	SOL	2	R9	3	10	Av	4 4 3	6 6	7 7 7 -	16	15
Galathea	40	F	3	P8	3	7	Av	3 2 2	4 4	5 5 5 5	15	11
Forsiktigheten	64	SOL	2	N7	3	10	Av	4 4 4	6 6	7 7 7 -	16	15
Vladislaff	76	SOL	2	L6	3	12	Av	4 4 4	8 8	7 7 7 -	17	20
Gustaf III	74	SOL	2	J5	3	12	Av	5 4 4	8 8	7 7 7 -	17	20
Adolf Fredrik	74	SOL	2	H4	3	12	Av	5 4 4	8 8	7 7 7 -	17	20
Faderneslandet	66	SOL	2	F3	3	10	Av	4 4 4	6 6	7 7 7 -	16	15
Minerva	40	F	3	D2	3	7	Av	3 2 2	4 4	5 5 5 5	15	11
Vasa	62	SOL	2	B1	3	10	Av	4 4 4	6 6	7 7 7 -	16	15
Riksens Stander	60	SOL	2	*		9	Av	4 3 3	5 5	7 7 7 -	15	13
Euridice	40	F	3	*		7	Av	3 2 2	4 4	5 5 5 5	15	11
Dyden	64	SOL	2	*		10	Av	4 4 4	6 6	7 7 7 -	16	15
Gripen	40	F	3	*		7	Av	3 3 2	4 4	5 5 5 5	15	11
Aran	64	SOL	2	*		10	Av	4 4 4	6 6	7 7 7 -	16	15
Sofia Magdalena	74	SOL	2	*		12	Av	5 4 4	8 8	7 7 7 -	17	20
Tapperheten	64	SOL	2	*		10	Av	4 4 4	6 6	7 7 7 -	16	15
Froja	40	F	3	*		7	Av	3 2 2	4 4	5 5 5 5	15	11
Enigheten	74	SOL	2	*		12	Av	5 4 4	8 8	7 7 7 -	17	20
Fredrik Adolf	64	SOL	2	*		10	Av	4 3 3	6 6	7 7 7 -	16	15
RUSSIANS:												
Mstislav	74	SOL	2	NN32	3	12	Av	4 4 4	8 8	7 7 7 -	17	20
Deris	66	SOL	2	LL31	3	10	Av	4 3 3	6 6	7 7 7 -	16	16
Pobodoslav	74	SOL	2	JJ30	3	12	Av	4 4 4	8 8	7 7 7 -	17	20
Dvenadtsat'												
Apostolov	100	SOL	1	HH29	3	15	Av	5 5 4	10 10	8 8 8 -	21	25
Prints Gustav	74	SOL	2	FF28	3	12	Av	4 4 4	8 8	7 7 7 -	17	20
Vysheslav	66	SOL	2	DD27	3	10	Av	4 3 3	6 6	7 7 7 -	16	16
Boleslav	66	SOL	2	BB26	3	10	Av	4 3 3	6 6	7 7 7 -	16	16
Kir Ioann	74	SOL	2	Z25	3	12	Av	4 4 4	8 8	7 7 7 -	17	20
Sviatoslav	66	SOL	2	X24	3	10	Av	4 3 3	6 6	7 7 7 -	16	16
Rostislav	100	SOL	1	V23	3	15	Av	5 4 4	10 10	8 8 8 -	21	25
Iaroslav	74	SOL	2	T22	3	12	Av	4 4 4	8 8	7 7 7 -	17	20
Rodislav	66	SOL	2	R21	3	10	Av	4 3 3	6 6	7 7 7 -	16	16
Ezekiil	78	SOL	2	P20	3	12	Av	4 4 3	8 8	7 7 7 -	17	21
Viktor	66	SOL	2	N19	3	10	Av	4 3 3	6 6	7 7 7 -	16	16
Sviatoi Petr	74	SOL	2	L18	3	12	Av	4 4 4	8 8	7 7 7 -	17	20
Iziaslav	66	SOL	2	J17	3	10	Av	4 3 3	6 6	7 7 7 -	16	16
Kniaz' Vladimir	100	SOL	1	H16	3	15	Av	5 5 4	10 10	8 8 8 -	21	25
Sviataia Elena	74	SOL	2	F15	3	12	Av	4 4 4	8 8	7 7 7 -	17	20
Pamiat' Evstafia	66	SOL	2	D14	3	10	Av	4 3 3	6 6	7 7 7 -	16	16
Vseslav	74	SOL	2	B13	3	12	Av	4 4 4	8 8	7 7 7 -	17	20

NOTES: *Ships enter board in line (bow to stern) behind the line already on board.

SCENARIO B-3

THE BATTLE OF REVEL

May 13, 1790

I. INTRODUCTION

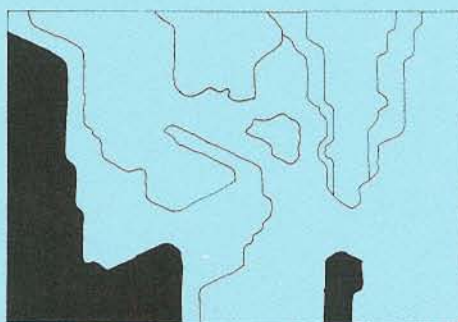
Once again Duke Karl wanted to double on one end of the Russian line. However, he attacked in a gale, which made it very difficult for his ships to maneuver properly. They were blown down the whole length of the Russian line without getting to do much damage. The fire of the anchored Russians was much more effective. The *Prins Karl* was forced to strike, and the *Riksens Stander*, which grounded on the way out, had to be burned to avoid capture. Aside from the prisoners in the *Prins Karl*, the Swedish personnel losses were 51 killed and 81 wounded. The Russians lost only 35 killed and wounded in their whole fleet.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 4
Wind Velocity: 5—Gale
Wind Change: 6

III. SPECIAL RULES

A. Certain hexes are land, as shown in black on the map diagram:



In addition, the whole of board edge 4 is considered to be land.

B. Anchoring is permitted anywhere on the board. All Russian ships are considered to be at anchor at the start of the scenario.

C. Ships not at anchor may never move less than their full movement allowance. They may not back sails. Drifting ships, and any anchored ships except those which were anchored at the beginning of the scenario and have not upped anchor since, may not turn.

SCENARIO B-3

Name	Guns	Class	Nr.	Initial Position		Hull	Qual.	Crew			Depth (ft.)	Point Value
				Bow Hex	Dir. Nr.			Section	Guns	Rigging		
SWEDES:												
Dristigheten	66	SOL	2	T6	5	10	Av	4 4 4	6 6	7 7 7 -	16	15
Riksens Stander	60	SOL	2	V5	5	9	Av	4 3 3	5 5	7 7 7 -	15	13
Camilla	40	F	3	X4	5	7	Av	3 2 2	4 4	5 5 5 5	15	11
Dygdén	64	SOL	2	Z3	5	10	Av	4 4 4	6 6	7 7 7 -	16	15
Adolf Fredrik	74	SOL	2	BB2	5	12	Av	5 4 4	8 8	7 7 7 -	17	20
Froja	40	F	3	DD1	5	7	Av	3 2 2	4 4	5 5 5 5	15	11
Gota Lejon	74	SOL	2	*		12	Av	4 4 4	8 8	7 7 7 -	17	20
Euridice	40	F	3	*		7	Av	3 3 2	4 4	5 5 5 5	15	11
Aran	64	SOL	2	*		10	Av	4 4 4	6 6	7 7 7 -	16	15
Fredrik Adolf	64	SOL	2	*		10	Av	4 4 3	6 6	7 7 7 -	16	15
Faderneslandet	64	SOL	2	*		10	Av	4 4 4	6 6	7 7 7 -	16	15
Hedvig Elisabeth												
Charlotta	64	SOL	2	*		10	Av	5 4 4	6 6	7 7 7 -	16	15
Vladislaw	76	SOL	2	*		12	Av	5 4 4	8 8	7 7 7 -	17	20
Forsiktigheten	64	SOL	2	*		10	Av	4 4 4	6 6	7 7 7 -	16	15
Gustaf III	74	SOL	2	*		12	Av	5 4 4	8 8	7 7 7 -	17	20
Lovisa Ulrika	74	SOL	2	*		12	Av	4 4 4	8 8	7 7 7 -	17	20
Prins Karl	64	SOL	2	*		10	Av	4 4 3	6 6	7 7 7 -	16	15
Sofia Magdalena	74	SOL	2	*		12	Av	5 4 4	8 8	7 7 7 -	17	20
Omheten	64	SOL	2	*		10	Av	4 4 4	6 6	7 7 7 -	16	15
Rattvisan	64	SOL	2	*		10	Av	4 4 4	6 6	7 7 7 -	16	15
Vasa	62	SOL	2	*		10	Av	4 4 4	6 6	7 7 7 -	16	15
Enigheten	74	SOL	2	*		12	Av	5 4 4	8 8	7 7 7 -	17	20
Uppland	44	F	3	*		7	Av	3 3 2	4 4	5 5 5 5	15	11
Gripen	44	F	3	*		7	Av	3 3 2	4 4	5 5 5 5	15	11
RUSSIANS:												
Kir Ioann	74	SOL	2	I13	6	12	Av	4 4 4	8 8	7 7 7 -	17	20
Mstislav	74	SOL	2	K14	6	12	Av	4 4 4	8 8	7 7 7 -	17	20
Venus	44	F	3	M15	6	8	Av	3 2 2	5 5	6 6 6 6	16	12
Sviataia Elena	74	SOL	2	Q17	6	12	Av	4 4 4	8 8	7 7 7 -	17	20
Iziaslav	66	SOL	2	S18	6	10	Av	4 3 3	6 6	7 7 7 -	16	16
Iaroslav	74	SOL	2	U19	6	12	Av	4 4 4	8 8	7 7 7 -	17	20
Rostislav	100	SOL	1	Y21	6	15	Av	5 5 4	10 10	8 8 8 -	21	25
Pobedonosets	66	SOL	2	CC23	6	10	Av	4 3 3	6 6	7 7 7 -	16	16
Boleslav	66	SOL	2	EE24	6	10	Av	4 3 3	6 6	7 7 7 -	16	16
Saratov	100	SOL	1	HH25	6	15	Av	5 5 4	10 10	8 8 8 -	21	25
Prokhor	66	SOL	2	JJ26	6	10	Av	4 3 3	6 6	7 7 7 -	16	16
Premislav	42	F	3	N17	6	7	Av	2 2 2	4 4	5 5 5 5	15	12
Podrazhislav	38	F	3	V21	6	7	Av	2 2 1	3 3	5 5 5 5	14	11
Slava	38	F	3	Z23	6	7	Av	2 2 1	3 3	5 5 5 5	14	11
Nadezhda												
Blagopoluchii	38	F	3	FF26	6	7	Av	2 2 1	3 3	5 5 5 5	14	11
Merkurii	29	F	3	J18	6	5	Av	1 1 1	2 2	4 4 4 4	12	9
Letuchii	28	F	3	P21	6	5	Av	1 1 1	2 2	4 4 4 4	12	9
Lebed	28	F	3	V24	6	5	Av	1 1 1	2 2	4 4 4 4	12	9

Notes: *Ships enter board in line (bow to stern) behind the line already on board.

Scenarios and Campaign Game Rules

The following scenarios represent five of the major battles fought at sea between the Russians and the Swedes in the years 1788-1790. They may be fought as individual actions, or they may be combined to form a campaign game.

When playing the campaign game, the following rules apply:

1. If any ships lose half or more of their hull squares in any action, they are considered irreparable. They immediately "return to port." Neither they nor their crews may be used in any succeeding scenarios.

2. Except for the provisions of rule 1 above, all rigging, hull and gun hits are erased for all ships between scenarios. All crew hits may also be erased, except that neither side may erase any crew hits between scenarios B-3 and B-4 or B-4 and B-5.

3. Providing that such vessels have not lost half or more of their hull squares (see rule 1 above), each side may use vessels captured from the other, *except* that the Russians may not use any Swedish ships captured in Scenario B-3 in Scenario B-4, and may not use any captured vessels at all in Scenario B-5. Ships captured in Scenarios B-1 and B-2 automatically receive the full number of crew squares allotted to them according to the Order of Battle of their former owners; crews for ships captured in Scenarios B-3 and B-4 must be made up by removing crew squares from other ships.

4. In Scenarios B-2, B-3, B-4 and B-5, the Swedish Order of Battle shows the *Vladislaw*. In Scenarios B-2 and B-4, the Russian Order of Battle shows the *Prints Gustav*. These are ships which each side captured from the other at the Battle of Hogland, Scenario B-1. In the campaign game, these vessels should be deleted from the respective OB's (unless, of course, they are actually captured).

5. If a ship has to be omitted in the order of battle for any scenario in the campaign game because it was lost or irreparably damaged in a previous scenario, players may close any resulting gaps in their formations by rearranging their ships. Any ships which are added to an OB after having been captured in previous scenarios may be placed anywhere on the board at the discretion of the owning player, so long as they are placed within two hexes of some other friendly ship. Alternatively, they may be brought on at the rear of a formation entering the board.

6. The winner of the campaign game is judged to be the player who accumulates the most points over all the scenarios.

When fighting either the campaign game or any of the individual scenarios, the following special rule is in effect:

1. The quality of the Russian guns was quite poor; they frequently burst in action, resulting in heavy casualties. Therefore, whenever the Russian player fires a broadside, he rolls two dice for the ship in question. On a roll of "11" or "12", that ship loses one gun square from the firing broadside, *plus* a crew square from the lowest-numbered crew section.

SCENARIO B-4

THE BATTLE OF STYRSUDDEN

June 3-4, 1790

I. INTRODUCTION

The Swedes do not seem to have pressed the attack, although their strategic situation dictated that they should. However, they were hindered by a lack of wind and by the general unwillingness of the Russians to engage. Each side employed a frigate squadron which is not shown in this already large scenario. In general, neither had much effect on the action. At first, the Russian frigates tried to fire through gaps in their own line of battle, but as they were hitting Russian ships as well as Swedish, they were told to desist. Later, the Russian frigates, many of which had sweeps in addition to sails, were able to drive off some Swedish gunboats which were annoying *Ioann Bogoslav* and *Pobedoslav*. The frigates were to prove to be more useful to the Russians on the following day, when the action was briefly resumed. While maneuvering, *Sviatoi Petr*, *Konstantin* and *Trekh Ierarkhov* collided, throwing one whole end of the Russian line into confusion.

The Swedes tried to double on that end to take advantage of the situation, but the Russian frigates helped to prevent them from doing so.

The Russians lost 105 killed and 259 wounded during the two days' fighting, 46 of them due to the inevitable burst guns (*Konstantin* had no less than eleven which burst, *Sviatoi Nikolai* seven). The total loss among the Swedish fleet seems to have been about 325 men. Tactically, the battle was almost a perfect draw.

III. SPECIAL RULES

- A. No land hexes
- B. No anchoring allowed
- C. The Swedes may attempt to exit the board via board edge 4. If they succeed in doing so, they receive an additional 75 points. If *any* Swedish ship exits the board via edge 1, however, *all* must do so. Any which does not is considered lost, and the Russian player receives points for it. If the Swedes succeed in leaving the board via edge 4 *and* have a point advantage of 3-1 or better (including their 75-point bonus) at the end of the scenario over all the scenarios so far played, the campaign game ends in an automatic Swedish victory.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 1

Wind Velocity: 2—Moderate Breeze

Wind Change: 6

SCENARIO B-4

Name	Guns	Class	Nr.	Initial Position		Dir. Nr.	Hull Qual.	Crew Section			Guns L.R.	Rigging 1 2 3 4	Depth (ft.)	Point Value					
				Bow Hex	Hex			1	2	3									
SWEDES:																			
Dristigheten	64	SOL	2	TT23		3	10	Av	4	4	4	6	6	7	7	7	-	16	15
Tapperheten	64	SOL	2	RR22		3	10	Av	4	4	4	6	6	7	7	7	-	16	15
Finland	56	SOL	2	PP21		3	9	Av	4	3	3	5	5	7	7	7	-	16	14
Dygden	64	SOL	2	NN20		3	10	Av	4	4	4	6	6	7	7	7	-	16	15
Adolf Fredrik	70	SOL	2	LL19		3	12	Av	5	4	4	8	8	7	7	7	-	17	20
Göta Lejon	70	SOL	2	JJ18		3	12	Av	4	4	4	8	8	7	7	7	-	17	20
Aran	64	SOL	2	HH17		3	10	Av	4	4	4	6	6	7	7	7	-	16	15
Gripen	44	F	3	FF16		3	7	Av	3	3	2	4	4	5	5	5	5	15	11
Fredrik Adolf	62	SOL	2	DD15		3	10	Av	4	4	3	6	6	7	7	7	-	16	15
Hedvig Elisabeth																			
Charlotta																			
Charlotta	64	SOL	2	BB14		3	10	Av	5	4	4	6	6	7	7	7	-	16	15
Faderneslandet	64	SOL	2	Z13		3	10	Av	4	4	4	6	6	7	7	7	-	16	15
Vladislaff	74	SOL	2	X12		3	12	Av	5	4	4	8	8	7	7	7	-	17	20
Gustav III	74	SOL	2	V11		3	12	Av	5	4	4	8	8	7	7	7	-	17	20
Forsiktigheten	64	SOL	2	TI10		3	10	Av	4	4	4	6	6	7	7	7	-	16	15
Lovisa Ulrika	70	SOL	2	R9		3	12	Av	4	4	4	8	8	7	7	7	-	17	20
Hertig Ferdinand	62	SOL	2	P8		3	10	Av	4	4	4	6	6	7	7	7	-	16	15
Uppland	44	F	3	N7		3	7	Av	3	3	2	4	4	5	5	5	5	15	11
Manligheten	64	SOL	2	L6		3	10	Av	4	4	4	6	6	7	7	7	-	16	15
Omheten	62	SOL	2	J5		3	10	Av	4	4	4	6	6	7	7	7	-	16	15
Sofia Magdalena	74	SOL	2	H4		3	12	Av	5	4	4	8	8	7	7	7	-	17	20
Rattvisan	62	SOL	2	F3		3	10	Av	4	4	4	6	6	7	7	7	-	16	15
Vasa	64	SOL	2	D2		3	10	Av	4	4	4	6	6	7	7	7	-	16	15
Enigheten	70	SOL	2	B1		3	12	Av	5	4	4	8	8	7	7	7	-	17	20

RUSSIANS:

Ioann Bogoslav	74	SOL	2	NN32		3	12	Av	4	4	4	8	8	7	7	7	-	17	20
Pobedoslav	74	SOL	2	LL31		3	12	Av	4	4	4	8	8	7	7	7	-	17	20
Dvenadtsat'																			
Apostolov																			
Apostolov	100	SOL	1	JJ30		3	15	Av	5	5	4	10	10	8	8	8	-	21	25
Ne Tron' Menia	66	SOL	2	GG31		3	10	Av	4	3	3	6	6	7	7	7	-	16	16
Panteleimon	66	SOL	2	EE30		3	10	Av	4	3	3	6	6	7	7	7	-	16	16
Vseslav	74	SOL	2	DD27		3	12	Av	4	4	4	8	8	7	7	7	-	17	20
Kniaz' Vladimir	100	SOL	1	BB26		3	15	Av	5	5	4	10	10	8	8	8	-	21	25
Ezekiil	78	SOL	2	Z25		3	12	Av	5	4	4	8	8	7	7	7	-	17	21
Ioann Krestitel'	100	SOL	1	X25		3	15	Av	5	5	4	10	10	8	8	8	-	21	25
Prints Gustav	70	SOL	2	V24		3	12	Av	4	4	4	8	8	7	7	7	-	17	20
Sviatoi Nikolai	100	SOL	1	T23		3	15	Av	5	5	4	10	10	8	8	8	-	21	25
Januarii	66	SOL	2	R22		3	10	Av	4	3	3	6	6	7	7	7	-	16	16
Sysoi Velikii	74	SOL	2	M22		3	12	Av	4	4	4	8	8	7	7	7	-	17	20
Amerika	66	SOL	2	J21		3	10	Av	4	3	3	6	6	7	7	7	-	16	16
Trekh Ierarkhov	100	SOL	1	H15		3	15	Av	5	5	4	10	10	8	8	8	-	21	25
Konstantin	74	SOL	2	E14		3	12	Av	4	4	4	8	8	7	7	7	-	17	20
Sviatoi Petr	74	SOL	2	E16		3	12	Av	4	4	4	8	8	7	7	7	-	17	20

SCENARIO B-5

THE BATTLE OF VYBORG BAY

July 3, 1790

I. INTRODUCTION

Although a Russian attack was in progress in another part of the bay at the same time, it mainly involved gunboats. This scenario shows only the Swedish breakout attempt at the western edge of the bay.

II. PREVAILING WEATHER CONDITIONS

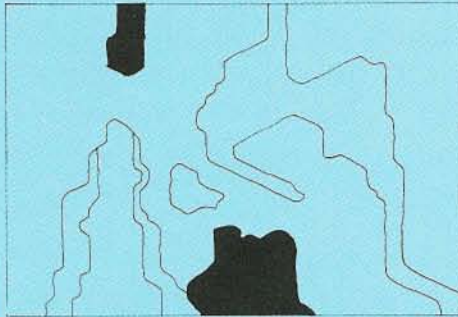
Wind Direction: 5

Wind Force: 2—Moderate Breeze

Wind Change: 6

III. SPECIAL RULES

A. Certain hexes are land, as shown in black on the map diagram:



In addition, the whole of board edge 1 is considered to be land.

B. Anchoring is permitted anywhere on the board.

C. Hexes JJ10, M28, and U29, as well as the six hexes surrounding each of them, are shoals. A ship entering any of these hexes is considered permanently aground, and the opposing player is awarded points for it.

D. Any Swedish ships which have not left the board via edge 5-6 by the end of turn 100 is considered eliminated, and the Russian player is awarded points for it.

E. The yacht *Colding* carries King Gustaf III. It enters the board via edge 2-3 at any time, at the Swedish player's discretion. It moves as a Nr. 4 frigate. It must leave the board via edge 5-6 by the end of turn 100. If it does not, the Swedish player is considered to have lost the scenario, and the campaign game, automatically. Such a loss is also incurred if any hits are scored upon the *Colding*, or if the *Colding* is boarded. Gustaf may not transfer to any other vessel.

F. The fireship *Postiljonen* obeys the rules for fireships given in the *WSIM* rules except that:

(1) One hull square is eliminated for every two turns that the ship is alight.

(2) Once ignited, the vessel is subject to random movement. It always moves the maximum number

of hexes permitted. At the beginning of his movement execution phase, the Swedish player rolls a die. On a roll of "1", the vessel is immediately turned 60° to port before beginning movement. On a roll of "6", it is turned 60° to starboard. On a roll of 2-5, the ship moves straight ahead.

(3) If, after having been ignited, the *Postiljonen* collides with any other vessel in the course of its movement, friendly or enemy, the ship with which it has collided automatically becomes an involuntary fireship, subject to the same rules as the *Postiljonen*. This involuntary fireship may in turn ignite other ships.

(4) For 20 turns after the explosion of the *Postiljonen* (or any involuntary fireship), all ships on the board are subject to random movement. The procedure for determining this movement is the same as that used to determine the movement of the *Postiljonen*, except that on a roll of 2-5, the ship in question does not move straight ahead, but executes the order written for it by the owning player in his movement notation phase.

(5) The *Postiljonen* must be ignited by the Swedish player; it may not be withheld (it's in the battle plan). Ignition must occur no later than turn 20.

G. The SOL *Konstantin* arrives as a reinforcement for the Russian player anywhere on board edge 4 from A35 to H35, inclusive, on turn 40 or later.

SCENARIO B-5

Name	Guns	Class	Nr.	Initial Position		Dir. Nr.	Hull	Qual.	Crew Section			Guns L.R.	Rigging 1 2 3 4	Depth (ft.)	Point Value			
				Bow Hex	Hex				1	2	3							
RUSSIANS:																		
Pobedoslav	74	SOL	2	V12		3	12	Av	4	4	4	8	8	7	7	7	17	20
Ne Tron' Menia	66	SOL	2	V16		3	10	Av	4	3	3	6	6	7	7	7	16	16
Sviatoi Petr	74	SOL	2	W20		3	12	Av	4	4	4	8	8	7	7	7	17	20
Vseslav	74	SOL	2	Y25		3	12	Av	4	4	4	8	8	7	7	7	17	20
Panteleimon	66	SOL	2	BB28		3	10	Av	4	3	3	6	6	7	7	7	16	16
Konstantin	74	SOL	3	(turn 40)			12	Av	4	4	4	8	8	7	7	7	17	20
SWEDES:																		
Omheten	62	SOL	2	GG7		5	10	Av	4	4	4	6	6	7	7	7	16	15
Vasa	64	SOL	2	HH14		5	10	Av	4	4	4	6	6	7	7	7	16	15
Enigheten	70	SOL	2	II21		5	12	Av	5	4	4	8	8	7	7	7	17	20
Lovisa Ulrika	70	SOL	2	LL26		5	12	Av	4	4	4	8	8	7	7	7	17	20
Dristigheten	64	SOL	2	LL16		6	10	Av	4	4	4	6	6	7	7	7	16	15
Camilla	42	F	3	NN17		6	7	Av	3	2	2	4	4	5	5	5	15	11
Rattvisan	64	SOL	2	PP18		6	10	Av	4	4	4	6	6	7	7	7	16	15
Adolf Fredrik	70	SOL	2	RR18		6	12	Av	5	4	4	8	8	7	7	7	17	20
Euridice	42	F	3	TT20		6	7	Av	3	2	2	4	4	5	5	5	15	11
Dygden	64	SOL	2	VV20		6	10	Av	4	4	4	6	6	7	7	7	16	15
Tapperheten	64	SOL	2	XX22		6	10	Av	4	4	4	6	6	7	7	7	16	15
Froja	42	F	3	*			7	Av	3	2	2	4	4	5	5	5	15	11
Gota Lejon	70	SOL	2	*			12	Av	4	4	4	8	8	7	7	7	17	20
Aran	64	SOL	2	*			10	Av	4	4	4	6	6	7	7	7	16	15
Fredrik Adolf	62	SOL	2	*			10	Av	4	4	3	6	6	7	7	7	16	15
Faderneslandet	64	SOL	2	*			10	Av	4	4	4	6	6	7	7	7	16	15
Vladislaw	74	SOL	2	*			12	Av	5	4	4	8	8	7	7	7	17	20
Gustaf III	74	SOL	2	*			12	Av	5	4	4	8	8	7	7	7	17	20
Forsiktigheten	64	SOL	2	*			10	Av	4	4	4	6	6	7	7	7	16	15
Zemire	42	F	3	*			7	Av	3	2	2	4	4	5	5	5	15	11
Headquarters																		
Charlotta	64	SOL	2	*			10	Av	5	4	4	6	6	7	7	7	16	15
Uppland	44	F	3	*			7	Av	3	2	2	4	4	5	5	5	15	11
Jarislawitz	32	F	3	*			6	Av	2	1	1	2	2	4	4	4	12	10
Gripen	44	F	3	*			7	Av	3	3	2	4	4	5	5	5	15	11
Hertig Ferdinand	62	SOL	2	*			10	Av	4	4	4	6	6	7	7	7	16	15
Manligheten	64	SOL	2	*			10	Av	4	4	4	6	6	7	7	7	16	15
Sofia Magdalena	74	SOL	2	*			12	Av	5	4	4	8	8	7	7	7	17	20
Postiljonen	--	FI	3	JJ18		5	4	Av	1	--	--	--	--	4	4	4	12	--
Colding	--	YT	4	**			--	--	--	--	--	--	--	--	--	--	--	--

NOTES: *Ships enter board in line (bow to stern) behind the line already on board.

**Enters board via edge 5-6 at any time, at Swedish player's discretion.

ANOTHER AFRIKA KORPS GAMBIT

By Stephen S. Packwood

Steve Packwood is the fourth winner of the prestigious AH500, having made the long trip from his native Arizona to Ann Arbor, MI last summer. As was the case with all previous winners of this grueling three day event in which he fought his way to the top over 127 other entrants, Steve emerged with many "war" stories. This episode which occurred in the hectic last round under intense time pressure is just one of them.

An interesting and embarrassing thing happened in my final round of play in the AH 500 at Origins this last summer. I knew I wasn't really great at AK, but I did think I was good enough to pick it as my second choice game in the AH 500. Bruno Sinigaglio was the Axis and I the Allies in the final round.

Bruno pulled an AK gambit that I had never seen or even heard of before, but one which was not unknown to some of those watching the game. I have no idea who developed this ploy or how long it has been around. Here's what happened:

On the first turn Bruno's play was normal—he isolated Bengasi with the Italians and ran the German armor into the desert between Msus and Mechili, with Rommel and the recee unit traveling in the South to T22 and T24 respectively.

My reply was "normal" with all my I-1-6's going to sea and my heavier units holding the escarpment passes and supply #2 going to J45, heading for my Home Base.

On his second turn, Rommel and the Recce kept on going East, with the Recce ending at R33, I reacted strongly with most of my sea-going I-1-6's sealing off K-35 to P30, keeping him away from Tobrukh. My supply reached my Home Base. At this point I had lost my home base and did not even know it! In the west I still held the escarpments, while he left two Italians to starve out Bengasi and sent the rest down the coast road towards Derna, and his German armor maneuvered about the escarpments.

On his third turn (May 1) his 15th Panzer advanced past Msus towards Mechili and everyone else got as close to the escarpments as they could. 21/5, still traveling with Rommel, continued East to P45 and R41 respectively. Now I saw the problem.

In the past I had been familiar with the Recce heading East, but Rommel had dropped off after 2 or 3 turns and the Recce unit was forced to drop down to the escarpment if it wanted to get to Alexandria before an allied unit going along the coast road. And if the Recce unit *did* go on the escarpment, I could cut it off by putting the I-1-6 from K35 down to K49—blocking the coast road. So I had not been worried about the Recce unit.

Now that it was too late, I saw that with Rommel traveling the whole time with the Recce unit, the Recce didn't have to drop down on the escarpment, but could go entirely *around* it and still reach the road and motor on in to my Home Base. Blocking at K49 did no good now, and going to sea was also a turn too late.

So then you ask, "how did you get out of it?" and my reply is the same as that of the Old Timer telling about how he was surrounded by hostile Indians; "I didn't—they killed me!" Losing my Home Base in May was embarrassing; but now for the interesting part.

Here is the situation: the Axis Recce is on P45, with Rommel close behind and the 15th Panzer is halfway from Msus to Mechili, with everyone else banging on the escarpment doors in the West. At the start of my May 1 turn I have a couple of I-1-6's holding the pass Southeast of Salum; these I send East along the coast road to J49 and J47 respectively. Realizing that they will get to my Home Base too late, I cause my supply #2 to self-destruct. In the West, with the 15th and 21st Panzer and the Italians all ganging up on them, my units retreat to the escarpments around Tobrukh and leave a I-1-6 at K-35 to guard the pass East.

May 2 sees the Recce triumphantly roll into my Home Base. On my part of the turn I surround the Recce with my two I-1-6's at M64 and L61.

June 1 finds the Axis rolling over my I-1-6 at K35, with elements of the Axis forces streaming down the coast road and the rest of his force surrounding Tobrukh.

The Recce starves to death on June 2 and the Axis forces continue down the coast road. I occupy my home base. The Axis has used up supplies in forcing me into Tobrukh and in killing the unit at

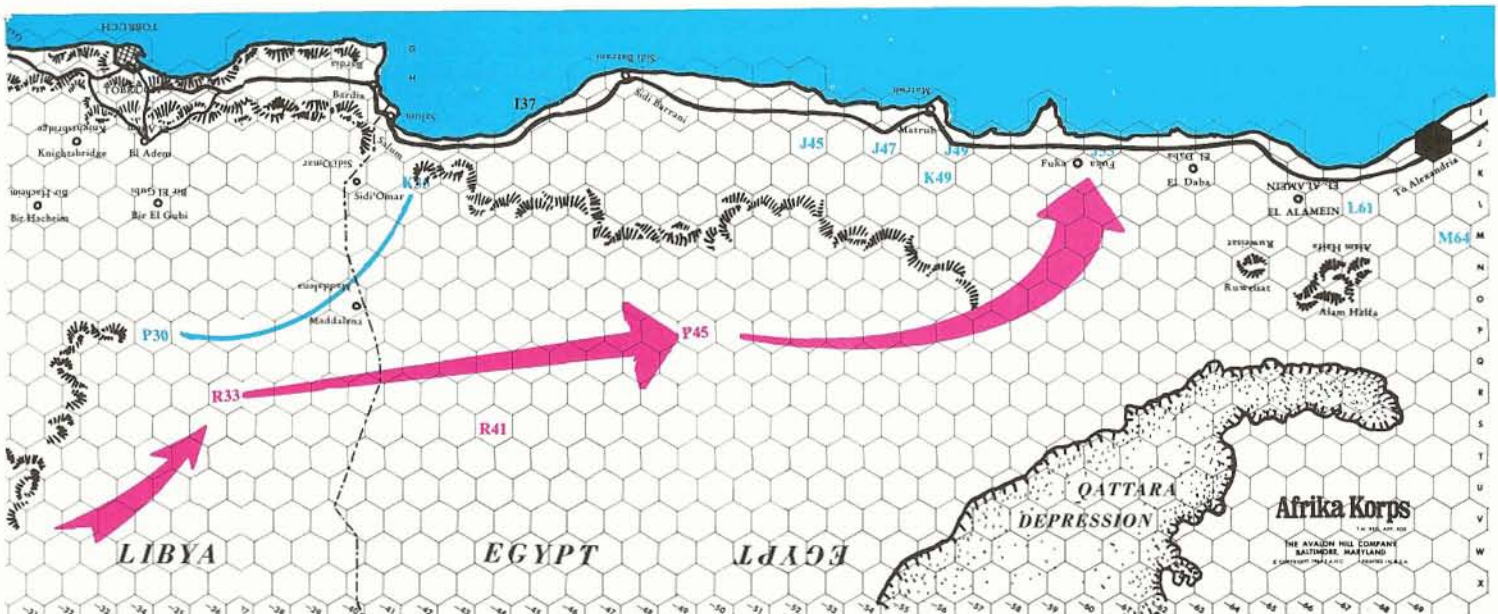
K35. He must wait to bring up supplies before he can attack my Home Base.

My June reinforcements finally arrive—in July! Now the Axis forces have to fight a more normal battle by El Alamein, and skipping over a lot of fascinating play (such as my getting surrounded near Matruh) we come down to the famous low odds attack on Tobrukh—which the Axis loses.

After the game, Bruno, I and all the spectators agreed that Bruno had me, but let me slip away. We all agreed. There were different reasons, but the most frequently mentioned was that the Recce should not have stayed in my Home Base, but should have held a position at El Alamein or L60 or L61, preventing the surrounded situation and thus preventing the June and July reinforcements from coming on until the Axis forces had a chance to get down there with supplies. So I went home impressed with the Rommel-Recce gambit and feeling very lucky.

I wanted to use the gambit myself, so I determined to study it, but did not get around to it for a number of months. When I *did* get to look at it I found that things were not as simple or clear cut as they had seemed. From P45 to the coast road is exactly 14 hexes, which means that the Recce can *not* get to El Alamein, L60 or 61, since it would have to leave the road. From the coast road at J53 Northeast of Fuka, it is exactly 10 hexes to the Home Base. Since the Recce threatens to take any supply unit left in or adjacent to the Home Base, the supply should leave, but not be destroyed. The Recce then does not have to enter the Home Base, it just has to deny access to the I-1-6's. The trouble is that no matter where on that 10 hex path on the coast road that the Recce is positioned, either the I-1-6 on J49 gets into the Home Base or the two I-1-6's surround the Recce unit (as actually occurred) as may be seen in Table 1. So maybe Bruno *didn't* slip up as much as we thought.

Playing round with the situation some more, I decided that maybe *three* I-1-6's should go after the Recce if it goes to P45. But this weakens the Tobrukh area the turn before the June reinforcements arrive so maybe the Recce threat is worthwhile, even if it (to save itself from starvation)



does *not* actually capture the Allies' Base. When the Recce goes to R33 on turn 2, one of the I-1-6's that was at sea might like to land back in Alexandria instead of going on to Tobruch, but the Home Base is ungarrisoned so it can't land there. Thus the Allies may decide to leave a I-1-6 in the Home Base on the first turn if the Recce goes to T24, but then the Recce could abandon its eastward flight and could stay around Tobruch, in effect reducing the Tobruch defenses by one unit, without costing the Germans a thing. One I-1-6 landing in Tobruch could go East to I-37 or so, anticipating the German threat; but again it is not helping Tobruch and is guarding against a threat that may never materialize. I-37 is mentioned, since from there a I-1-6 is close to Tobruch, but can still get to J53, denying the Recce access to the coast road.

TABLE 1

Recce Coord.	I-1-6 Coord.	I-1-6 Coord.	Result
J-62 (H.B.)	L-64	K-61	Surrounded
K-62	L-64	L-61	Surrounded
K-61	L-63	L-60	Surrounded
K-62	L-62	El Alamein	Surrounded
K-59	L-61	L-58	The Recce lives but the Allies get the Home Base
K-58	L-60	L-57	Surrounded
J-57	K-59	El Daba	Surrounded
J-56	K-58	K-55	Surrounded
J-55	K-57	K-54	Surrounded
J-54	El Daba	K-53	Surrounded

All in all, it is an interesting gambit with traps and pitfalls for both sides and more ramifications and subtleties than appear on the surface.

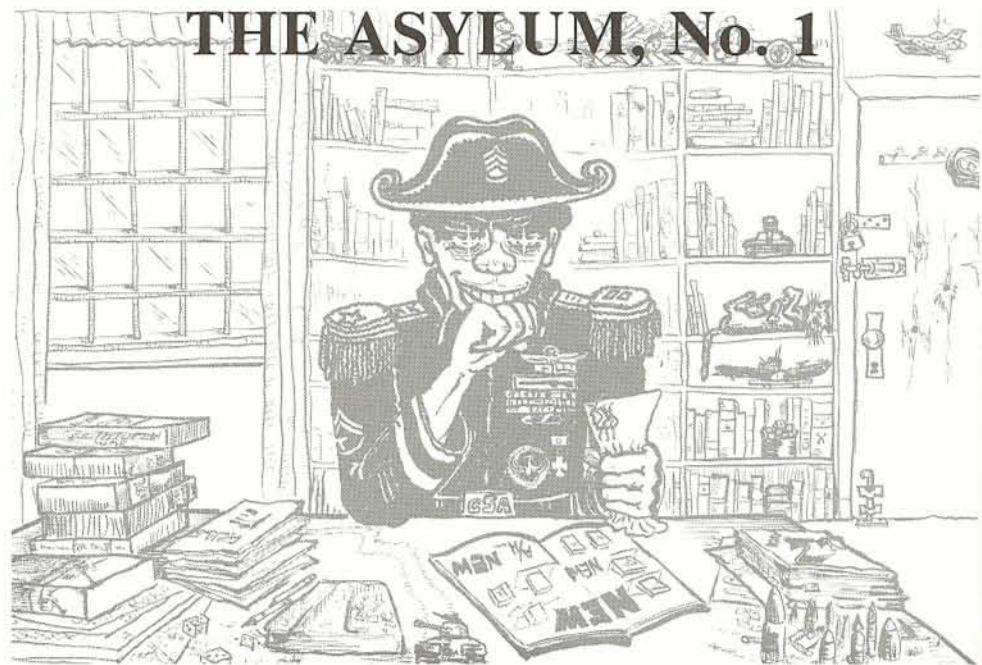
What at first appeared to be a decisive stroke, now seems to be only a slight tilt for the Germans; or the Allies if the Germans are not cautious. Of course the surprise value of the gambit when first encountered by the Allies may cause the Allied player to concede his home base; leaving the German in excellent shape. I didn't, but it could happen, although the German certainly shouldn't count on it. If the Allies feel like living dangerously, they might deliberately "fall" for the gambit in order to trap the Recce unit to weaken the German forces, hoping to regain their home base the way I did.

However, if the Allies play it safe, they can counter all German threats on May 1 and prevent any German attack at better than 3-1 odds. The advantage of the gambit for the Germans is that the Allies have to be mighty careful to cover themselves that well. The key lies in where the German moves his armor on April 2. Each different placement requires a different Allied response, but a frustrating response is always available to the Allies if they are sharp enough to see it.



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WAITING BY THE WINDOW

By Alan Moon

Ten after five, home early. I burst in the apartment house door. Seeing the whites of envelopes through the holes, I frantically grope for my mailbox key. I flip through two envelopes again and again, looking for a "missed you slip". None there. But maybe it's stuck in the door jamb, or maybe the package came parcel post. Up the two flights of stairs in three giant bounds. Run down the hall. Nothing! Only my welcome mat staring me in the face. The little, plastic blades of grass waving in the draft, as if laughing at my lunacy. My games have not come today.

Still time though, UPS delivers till about six. Make dinner quietly, listening for the expected knock. Eat the tasteless food. Save the dishes, too noisy. Sit by the window and watch for the goose-stepping brown truck. Six-o-five. My new games have not come today.

After the dishes, I look at the TV Guide without seeing the program listings. I put the news on. There has been an earthquake in Chile. I glance over at my bookcase, across the room. Littered there on its shelves, lie about ninety games, a couple of dozen magazines, several history books, fifty or so dice in dixie cups (small, medium, and large sizes), and other miscellaneous wargamer junk. I wander over and stand looking at the view in front of my eyes that is just as clearly imprinted in my mind. This is my hobby, and a large part of my life.

"Which rules should I reread tonight?" I decide, change my mind, hesitate, decide again, sigh, reach out a finger blindly, look to see what it is touching, sigh again, and go back to the window. I think Barbara Walters is growing a moustache. "I'm so bored." My games have not come today. And I ordered them last week!

Maybe I should get married. Make the little woman stay home on 'likely days'. Maybe even encourage her to flirt with the UPS guy, so he'll come by a couple of times on the day of a delivery. But an old lady must be selected very carefully. No jealous maniacs, for one thing. Don't want my games to end up as kindling for the fire. And I have to be able to go out gaming three or four times a week, at least. No dummies, either. I'll have to screen potentials thoroughly. Start them on *WAR AT SEA* and see how far they progress up the complexity ladder. Enthusiasm is important too,

don't forget that. And the marriage agreement will have to have a clause stating that the games are mine, if we divorce. No loopholes, in case she gets fanatical and meets another gamer.

I had a nightmare the other night, where I was sitting in a maternity ward waiting room. This UPS guy walks up to me and says, "It's a game".

"Ancient or modern?", I ask.

"Unfortunately, your wife has turned into a map of Europe", he continues.

"Is she playable?"

"Complete with seventeen thousand counters", he says, ignoring my excitement.

"Does this mean she can't have any more games?"

"Only spin-offs, by artificial development", he replies.

I'm stunned. A vivid picture of a half-filled bookcase flashes into my head. "Are zones of control rigid?", I scream, but he is gone!

I look at the brand new game in my hands. I pull off the wrapping. "It's *ORIGINS*", I yell, "I already have this!"

I switch channels. The Yankee game is on. Why didn't my games come today? There's nothing like the joy of getting a new game. It must be a universal feeling. Tear off the wrapping. Rip open the cardboard, risking staple punctures and paper cuts. Throw the garbage on the floor. Scan the cover, letting an ecstatic shiver run down your spine. Open the box and look quickly at the map and counters. Check out the length of the rulebook. Dash to the refrigerator for a drink (and a sandwich, if the rules are long), no time to lose. Prop a pillow up at the end of the couch, and sit down for the reading. Aaaaahhhhhhhhhhh!

I'm a rules nut. I admit it. I plead it. If a game is premature, I even give it emergency treatment. Sometimes it still dies, but my conscience is clear. Games that take years to conceive should not be abandoned lightly. And if you're wondering, YES, I am anti-abortion. SAVE OUR GAMES!

Somedays when I am waiting by the window, the sun hits the screen at a strange angle, and weaves a bar-like image there. Hallucination? The subconscious prison? Maybe, but wargaming is an asylum with rubber bars.



ORIGINS OF THIRD REICH

By Robert Ott

In the olden days, say around 1964-72, before the existence of 300+ games on every conceivable subject, it was popular to devise ways of blending your favorite AH games together to arrive at a more strategic viewpoint in fighting World War II. Success in your AFRIKA KORPS game improved your chances in a follow-up game of D-DAY and so on. Not much of that is done nowadays due to the availability of games utilizing a much larger scale—grand strategic monsters like THIRD REICH for example. But as Robert Ott demonstrates below, the concept of combining games to alter all too familiar circumstances is far from dead and still offers some intriguing variations of our old favorites.

On September 1st, 1939, the Germans launched their blitzkrieg through Poland. Sixteen days later, the Russians invaded Poland from the east. When Poland capitulated at the end of the month, the western half of the country, including most of her mines and factories, went to Germany. The other half, along with her oil resources, went to the Russians. This is the situation at the beginning of a THIRD REICH game, but does it always have to be that way? In ORIGINS OF WORLD WAR II, the above is an example of a shared control of Poland between Germany and Russia. It has also set some rusty gears turning in this mind for a new THIRD REICH variant.

The basis of this variant is to play a game of ORIGINS before your game of THIRD REICH. Some rather interesting situations can be determined by following the suggestions below. Positioning of Control and Understanding counters could greatly influence your play in THIRD REICH. For each area in ORIGINS, the effects of Control and Understanding counters are as follows:

Alsace-Lorraine—If France alone has a Control counter, there is no effect. If France and Germany share control, France loses 10 BRP from her Base level. If Germany alone has control, France loses 20 BRP from her Base level. If there is no control, France loses 20 BRP from her BRP level for 1939 only.

Austria—If the German does not have a Control counter, he loses 20 BRP from his Base BRP level, and may not set up in Austria (see the amended map). Austria becomes a minor neutral worth 20 BRP, with its capital at Vienna, and an army of three 1-3's.

Baltic States—If the Russian alone has a Control counter, there is no effect. If the German has sole control, he may set up in the Baltic States at the beginning of the game, and has 10 BRP added to his Base BRP level. If Germany and Russia share control, Russia may invade as usual, splitting the 10 BRP with Germany. If there is no control, the Baltic States are a minor neutral and may not be entered without a Declaration of War (DoW) separate (for Russia) from the DoW for east Poland and Bessarabia (Rumania).

Britain—If the French player has no Understanding with Britain, France loses 15 BRP from its Base BRP level.

Czechoslovakia—If the German player has no Control, he loses one 4-6 armor unit from his "At Start" forces, and 20 BRP from his Base BRP level. He may not set up in Czechoslovakia (see map). Czechoslovakia becomes a minor neutral with its capital at Prague, an army of one 2-5 armor and two 2-3 infantry units, and is worth 20 BRP.

France—If the British player has no Understanding counter here, he loses 15 BRP from his Base level.

Germany—If the Russian player has no Understanding counter here, he loses 15 BRP from his Base level.

Italy—If Germany has no Understanding with Italy, Italy may not declare war on the Allies before Fall, 1940, and the German loses 10 Base BRP.

Poland—If Germany has sole control, or if there is no control, the German does not have to "share" Poland with the Russian. Poland is then worth 30 BRP. If the Russian has sole control, the German may invade as usual, but all restrictions of a Russian DoW on Germany are lifted. Thus, Russia may declare war on Germany at any time. The German may avoid this however, by invading another minor neutral to start the war; Yugoslavia, for example. If Germany and Russia share control, there is no effect.

Rhineland—If the German does not control the Rhineland, he loses 25 BRP from his Base level.

Romania—If Germany has sole control, Russian units may not enter Bessarabia (territory between front dividing line and Romanian-Russian border). If the Russian has sole control, Romania is no longer a German minor ally, and thus the German cannot prevent a Russian invasion simply by placing a unit there. In either of the above cases, Romania is worth 20 BRP as a whole country. If there is no control, or if Germany and Russia share control, there is no effect.

Russia—If Germany has no Understanding counter there, he loses 15 BRP from his Base figure.

United States—If Britain has no Understanding counter there, he loses 20 Base BRP's as the elimination of options 5, 7 and 8 on the Allied Minor Variation Chart.

As stated in the ORIGINS rules, the Second World War starts if Germany or Russia has over 15 points at the end of the Origins game. If neither country has the necessary points, the war begins as usual, except that Germany must pay for both the DoW and the Offensive Option. The rest of the situation is determined by the counter placements in the ORIGINS game.

The following is an explanation for the results and effects of the placement of the ORIGINS counters, area by area:

Alsace-Lorraine—In A-L, France would have to exert a lot of pressure to keep the largely German population quiet. The outcomes represent varying amounts of German pressure and covert activities, and the French response to them.

Austria—These outcomes represent whether or not the Germans can successfully achieve union with Austria, and, if not, the loss of the Austrian work force and industry.



Baltic States—This represents the battle for control (political) between Germany and Russia.

Britain—While perhaps there is no historical reason for the French loss of BRP, it prevents the unrealistic tactic of "ganging-up" on Germany by the Allies.

Czechoslovakia—The German loss of BRP represents the lack of control of the Czech industry and the Skoda arsenal, and the loss of the 4-6 armor unit represents the lack of the Czech T-38 tanks should the German not occupy the country.

Russia—This result is to prevent the German from concentrating solely on Control counters.

United States—This result shows the loss of British support in the United States, and also prevents "ganging-up" on the German.

Now, let us take an example. The results of the Origins game are thus:

United States—2 points, for Britain.

France—8 points, for a Control in Alsace-Lorraine, and an Understanding with Germany.

Britain—14 points, Understanding in France, Germany, and the United States.

Russia—13 points, for an Understanding in Germany, and Controls in Poland and Romania.

Germany—17 points, for Understandings in Russia and Italy, and for Controls in Austria, the Baltic States, Czechoslovakia, and the Rhineland.

The initial set would be this:

United States—No change

France—Starts the game with 70 BRP.

Britain—No change

Russia—No BRP change, but notice that the Russian may not enter the Baltic States (because of sole German control), but may take all of Poland if the German does not invade, and he may take all of Romania.

Germany—The German starts the game with 160 BRP, but may not invade Poland at the beginning of the game without risking Russian intervention. He may, if he wishes, attack another minor neutral to start the war.

Notice that the possibilities are endless, making for a very unique and enjoyable game (as if normal 3R wasn't good enough!) each time it is played. True, Italy has to sit out of the Origins game, but to those who find that distasteful, Italy may be included, given PFs and objectives by mutual consent of the players. But that is beyond the scope of this article. The purpose of this article is not to offer a definite set of rules, but to give suggestions that may be changed to suit what each individual feels is enjoyable, playable, and, within reason, historically accurate.

FORTRESS EUROPE REVISITED

NEW TACTICS FOR A NOT-SO-OLD GAME

by Robert Beyma

D-DAY made its initial appearance in 1961 qualifying it as a genuine member of the "classic" school of oldies but goodies. It has undergone two facelifts since then and the current 1977 3rd edition version is by far the best of the lot not only in overall quality but also in convenience to the oldtime gamer who need only purchase the new rules (\$2.00) to completely update his game. Robert Beyma, like his subject, has been active in the hobby from the very start and as a member of the hobby's Old Guard is well schooled in play of all the classics. He still is a regular participant in the annual ORIGINS AH 500 Classic tournament and was one of the top three playtesters in the *D-DAY '77* revision. Here he shows us how the rules changes have affected skilled play in the venerable old game.

Once again Avalon Hill has revised *D-DAY*. The 1977 version is not only more realistic but is also better balanced and has a higher excitement level. The veteran fieldmarshal must come out of retirement and devise a new defensive plan for holding the Atlantic Wall. Fortunately, the German army no longer needs to worry about being buried by SAC attacks, but the crafty Allied player has some new tricks up his sleeve. Let's examine the current situation.

In *D-DAY '65* the Germans had essentially two courses of action. They could gamble on the beaches or plan to fall back to the Seine. These two choices still exist. However, a beach defense at all 7 beaches is very difficult. The Allies are heavily favored to get ashore somewhere. A Seine defense is plausible but now must be extended to the Swiss border. A third defensive strategy now becomes viable. This is the containment defense. This strategy allows an Allied

invasion in a defensible area such as the Normandy or Brittany peninsulas. Let's take a look at each of these three defensive plans.

The first defense is the conservative Seine defense shown in figure 1. This defense makes North Sea, Pas de Calais, and Le Havre virtually impregnable. Of course, the Allies will land elsewhere. Using strategic movement the Allies will advance to the Seine very rapidly. The Germans must complete their redeployments quickly. The Seine needs to be held until after the Allied second invasion. Then the entire German army can be channeled into a strong defensive line in central France. The next 20-30 turns are characterized by a grudging defensive game as the Allies slowly push towards the Rhine.

The second defense is the gambling beach defense shown in figure 2. This defense forces the Allies to make risky 1-1's and 2-1's to get ashore. The Germans plan to strongly counterattack any Allied beachhead particularly north of the Seine. This defense stretches the German army thin and is a calculated risk. If the first invasion can be defeated, the Germans stand a good chance to win the game. However, if the invasion succeeds the overextended German army could be in dire straits. In this case a resourceful German player must retreat to the Seine as economically as possible.

The third defense is the containment defense shown in figure 3. This represents a compromise of sorts between the Seine and beach defenses. The Allies are allowed to come ashore unopposed on the Normandy or Brittany peninsulas. The Germans then form a strong defensive line across the peninsula. The objective of this defense is to check the Allies and force them to make their second

invasion. Once the second invasion has been made the defending German forces can retreat to the Seine. There they will link up with the rest of the German army to form a strong defensive line.

Before proceeding with further analysis of the defenses let us examine the major changes in the new rules and how they affect German play.

1. SUPPLY—The major change is that the Allies can now extend their supply line up to 24 hexes from a supply source. This makes South France once again a viable invasion area. It also means that the Seine line must be held all of the way from the Channel to the Swiss border. More ominously, the southern Rhine region can be threatened early in the game.

Two significant changes have been made in the supply and reinforcement rules that will affect play on the beaches. One, the Allies control for reinforcement and supply purposes any beach hex that they successfully invade on the invasion turn. This means that reinforcements can land in German zones of control. Two, after the first turn of the invasion the Allies can only capture ports. These ports may be outside the original invasion area. They may be used for reinforcement and supply purposes, however, only if they are free of enemy zones of control.

2. AIR POWER—Virtually any air rules that get rid of the dreaded SAC attacks help the Germans. The new carpet bombing attacks help the Allies break a key defensive position but are not as devastating as their predecessors.

TAC air is basically a nuisance but it does help the Allies a little here and there. Keep TAC air in mind when forming a defensive line so that a 2-1 does not get upgraded to a 3-1. The Allied player can also use his TAC air to interdict German strategic movement and further hinder even normal movement along rivers or mountains. Bear this in mind if you are depending on getting a key unit to a new position.

3. AIRBORNE—The bad news here is that Allied parachute units can now be dropped into German zones of control. This makes it much more difficult to form an effective paratroop screen. Whether assisting an invasion or in breaking a major defensive line the airborne units are a major threat. The best defense is to force at least one paratroop unit to soakoff and to garrison key points strongly.

Additionally, there is no limit to how many times during the game a parachute unit may be airdropped. The only requirement is that they start the turn in England. The best defense against this is to do everything possible to kill the airborne units when they drop.

4. SECOND INVASION—The good news here is that there is now a 16th week cutoff date for the second invasion. The biggest disadvantage that the Germans had in the '65 version next to the SAC attacks was the rule that the second invasion could be delayed indefinitely. This had the effect of tying down a substantial part of the German army while the main battle was being fought on the Seine. While the new rule is somewhat unrealistic, it does, in a sense, simulate the difficulties confronting the Allies in launching a late fall or winter invasion.

This rule permits the German player to plan his defense knowing when the rest of his army will be available. The importance of this cannot be overestimated particularly when playing a containment defense.

Figure 1. A conservative beach defense conceding France below the Seine River.

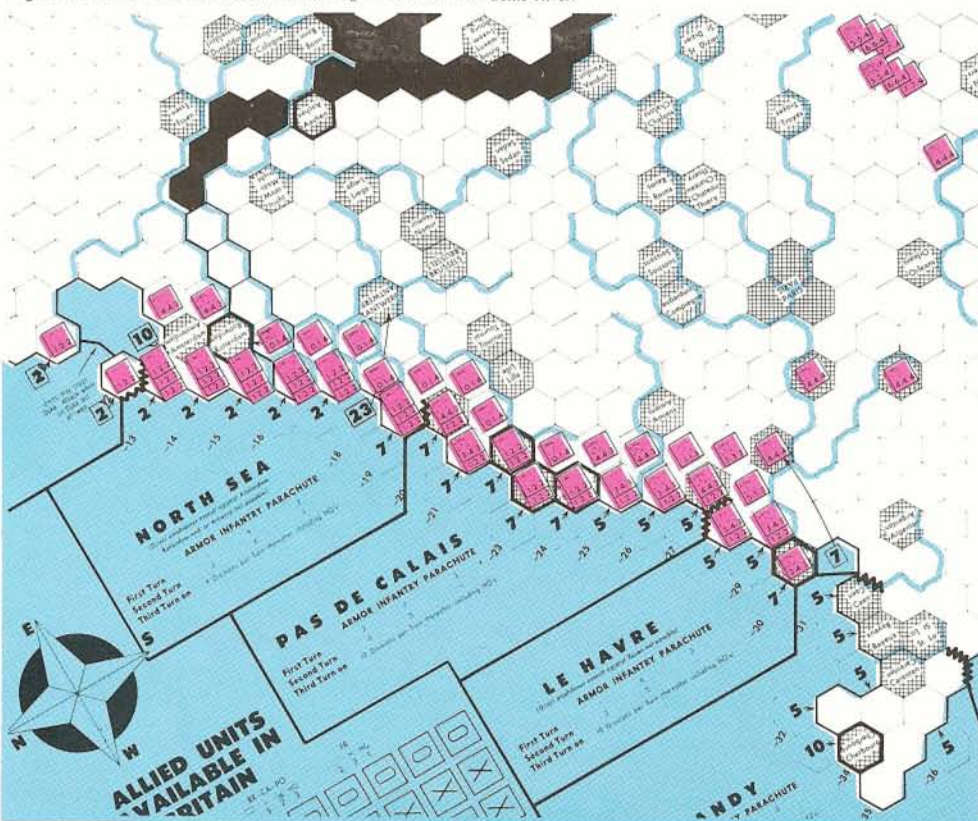


Figure 4. The author's South France defense opposing an Allied landing. By using three TAC factors, the Allies are able to upgrade their attacks to 2-1, 1-1, and 1-2. Two German secondary blocking lines are shown in yellow and green.

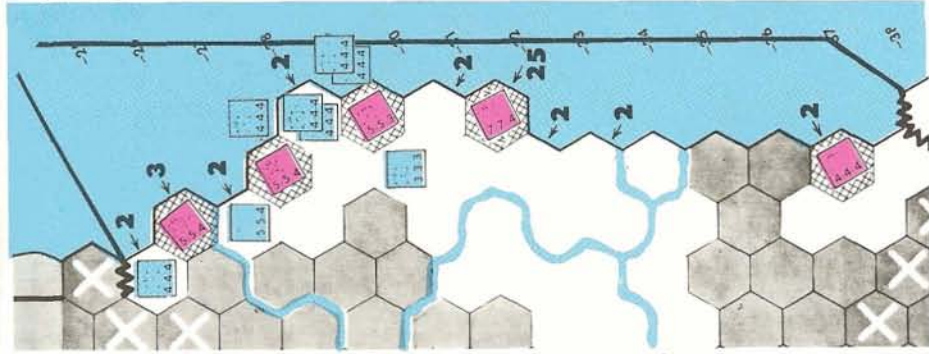


Chart I. Analysis of a South France Invasion

A successful Allied invasion is defined as winning either the 1-1 or the 2-1 by advancing a stack to a doubled port hex. Therefore, the probability of a successful invasion = $1 - (.667 \times .333) = 77.8\%$.

There is a very small chance, about 4%, that the Allies could win the 1-2 and lose the other two attacks.

The chance of a successful invasion is a little less if the Germans can and are willing to counterattack. The number of factors available for a counterattack depends

not only on where the Allies got ashore but also how many German units were lost in the process.

A counterattack is further complicated by the fact that the Germans must guard remaining ports against a second week Allied airborne drop.

If the Allies secure a beachhead on the first turn they should eventually be able to consolidate the beach and break out.

5. STRATEGIC MOVEMENT—At first glance this innovation seems to primarily benefit the Allies. Breakouts can be followed by rapid exploitation across France. The German player must be careful not to get caught overextended by a quick Allied flanking maneuver. The Allies can also use strategic movement to speed up the arrival of reinforcements at the front.

The Germans on the other hand can now use their mobile armored formations to rapidly reinforce a beachhead perimeter or a weak sector of the front. They can also be used in a mobile defense capacity when withdrawing. These uses are more in tune with their intended historical employment. However, in the game, as in 1944, Allied air interdiction can be used to reduce their mobility.

Having summarized the basic changes let's move on to the beach defenses. A good place to concentrate our efforts is at a long neglected beach—South France. The German defense used is

from the containment defense. An enlarged, local view of South France is shown in figure 4. The objective of this defense is to force the Allied Player to make risky, low odds attacks in order to get ashore. A 5 factor unit in each of the major cities prevents any 3-1 attacks. A reasonable Allied invasion is also shown in figure 4. An analysis of this attack is contained in chart I. Generally, an Allied victory in either the 1-1 or the 2-1 will result in a successful beachhead. The further from Marseilles the beachhead the easier it will be to contain. Unless you are a little lucky the Allies will probably be able to capture Marseilles and start breaking out before sufficient reserves can arrive. In this case a doubled blocking position at either Montelimar, Valence, or Lyon is in order while the next defensive position is prepared.

North Sea and Pas de Calais defensive plans can be characterized very simply: stop the Allies on the beach. Pas de Calais, in particular, must be held at all costs. An invasion at North Sea can usually be choked by holding the key ports of Amsterdam, Rotterdam, and Antwerp. A Le Havre invasion can normally be defeated in 4 to 6 turns if the Allies don't get lucky and take either Dieppe or Rouen early. An invasion at Le Havre can make for an

Figure 3. The containment defense hopes to bottle the Allies in Normandy or Brittany until the Second Invasion.

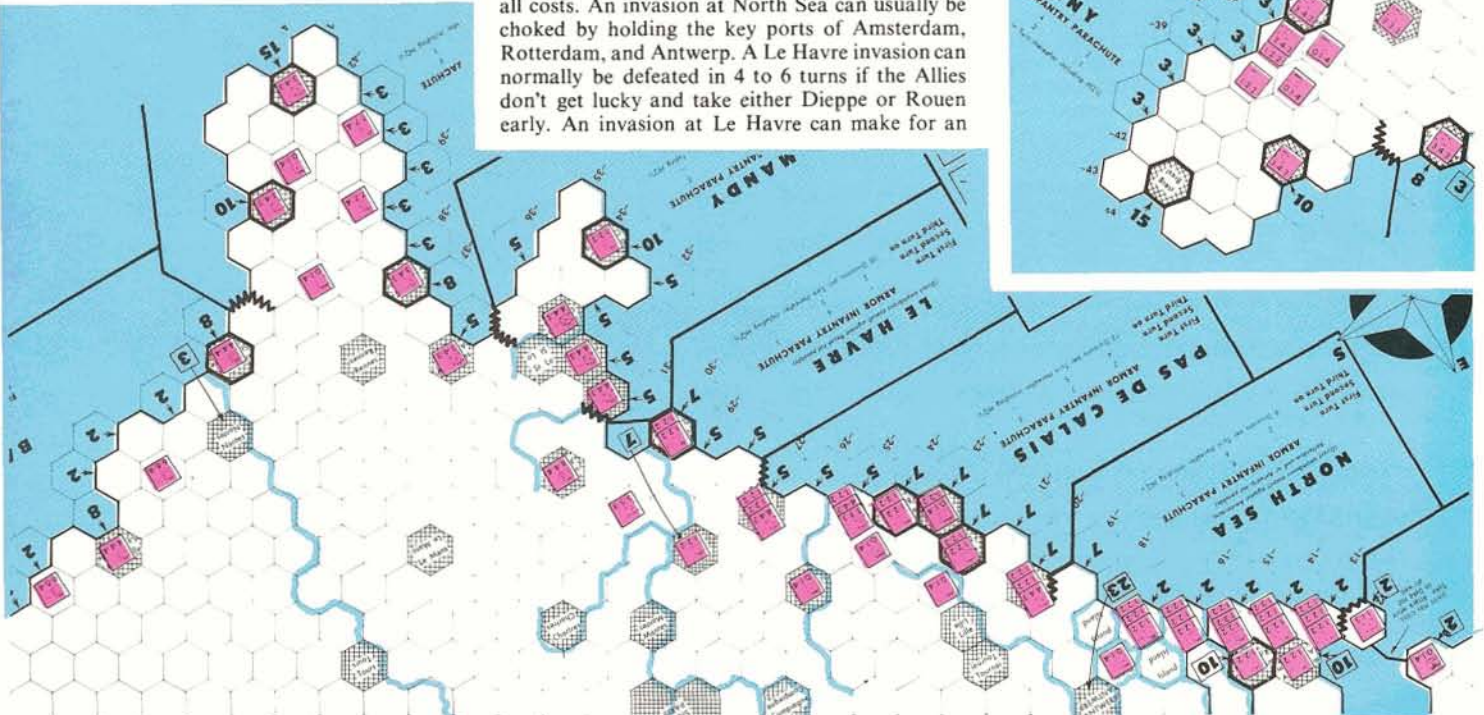
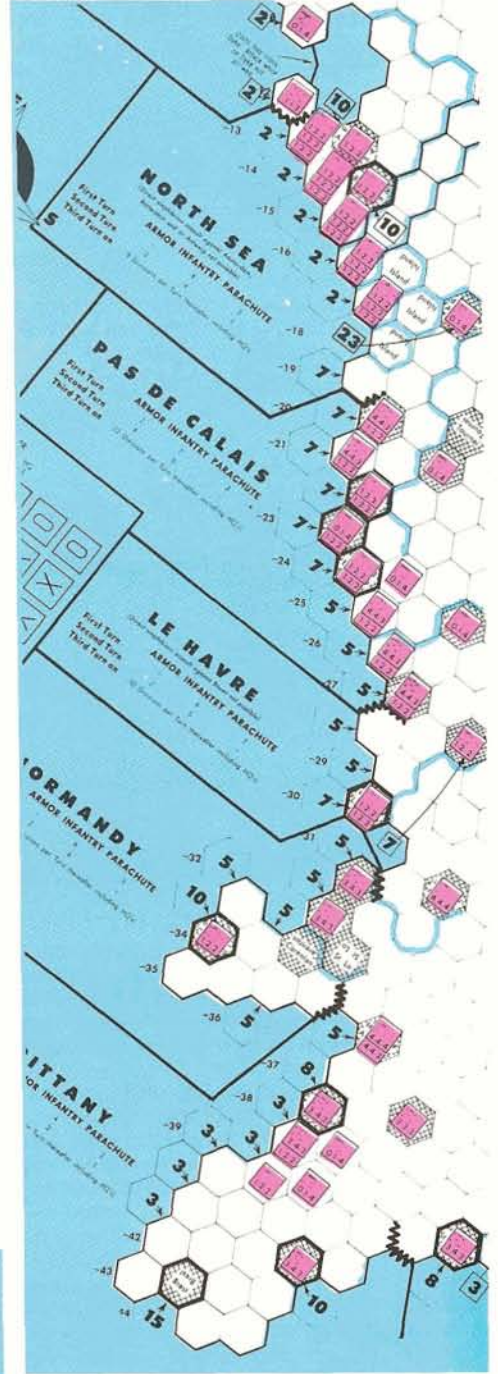


Figure 2. A gambling beach defense attempting to defeat the Allies on the beaches. Note that the 1977 rules allow statics to set up in inland ports.

interesting short game, usually for the Germans. A successful German defense can ill afford an Allied beachhead north of the Seine. An Allied invasion at the Bay of Biscay will usually produce a quick and dirty fight. The Allies need to capture either La Rochelle or Bordeaux by the second turn of the invasion or they are in trouble.

Discussion of defensive strategy at Normandy and Brittany will allow us to expand on the concept of containment. A glance at the Normandy and Brittany beaches, particularly Brittany, should convince you that they are difficult to defend adequately without weakening some other area. The general principle of the containment defense is to allow an Allied landing on the Normandy or lower Brittany peninsulas. The Germans then form a strong defensive perimeter across the narrowest part of the peninsula. The primary and secondary defensive lines for each beach are shown in figure 5.



Figure 5. The theory behind Normandy and Brittany containment is shown by the primary (red) and secondary (yellow) lines of defense.

The containment defense is feasible for two basic reasons. First, the absence of SAC attacks allows the Germans to stack 2 or 3 good units in a hex. This means that the German defensive stacks will be formidable and that the Germans can counterattack effectively. Second, the 16th week cutoff date for the second invasion limits the amount of time for which the defensive perimeter must be held. Barring a lot of luck, the Allies won't be able to attrition their way out of the line before making the second invasion.

The primary objective of the containment defense is to force an early Allied second invasion. Once the second invasion is made the Germans can withdraw to the Seine. There the full weight of the German army can be deployed. There are several other advantages to this course of action. Allied mobility is checked early in the game. By fighting on a narrow front with good units the German losses can be maintained at an acceptable level. Additionally, this delaying action buys some much needed time. Things start to look brighter if the main battle can be delayed until German replacements start.

The German player must be acutely aware of the Allied airborne threat. Paratroop units can airdrop into a port, particularly a fortress, and open it up for reinforcement and supply purposes. Note that this port does not have to be within the original invasion area. Any German defense that allows any type of a reasonable invasion at Le Havre or Brittany and leaves Cherbourg unguarded is in big trouble. As figure 6 shows, the Allies will land at one beach and open up Cherbourg with airborne units. The Allies will then have two beachheads on the first turn. That would be bad news.

If the Allies break out of their beachhead early in the game the German commander will find himself in a tough spot. The Allies will rapidly exploit a

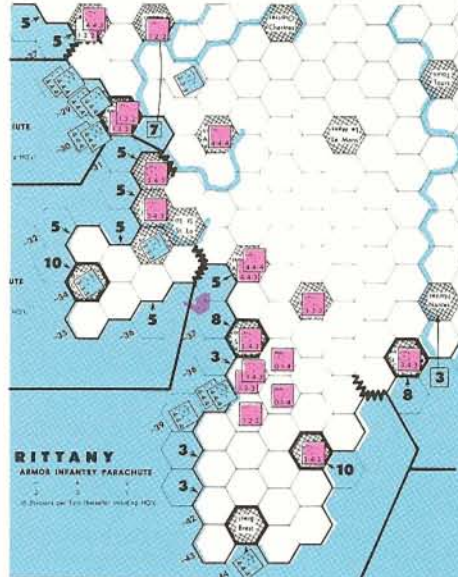


Figure 6. The German player must always beware of an air drop opening up an unoccupied or weakly defended port. Here the author shows how landings at Le Havre or Brittany can embarrass a German player who has left Cherbourg unoccupied. Note however, that the author has interpreted the rules in such a way as to stretch a point. Although Cherbourg is within 5 "hexes" of the American landings at Le Havre, the same can not be said for the Brittany invasion. Although the physical distance between Cherbourg and T39 is equal to 5 "hexes", there is no actual path of contiguous hexes which can reach Cherbourg within the distance parameters required. Technically then, the author's plan based on a Brittany invasion is illegal, although a realist may offer a convincing argument otherwise.

breakout with strategic movement. Figure 7 shows a typical Allied advance to the Seine. Note that the major ports in Brittany, Bay of Biscay, and South France will be opened regardless of which beach was initially invaded. Also shown is a typical German

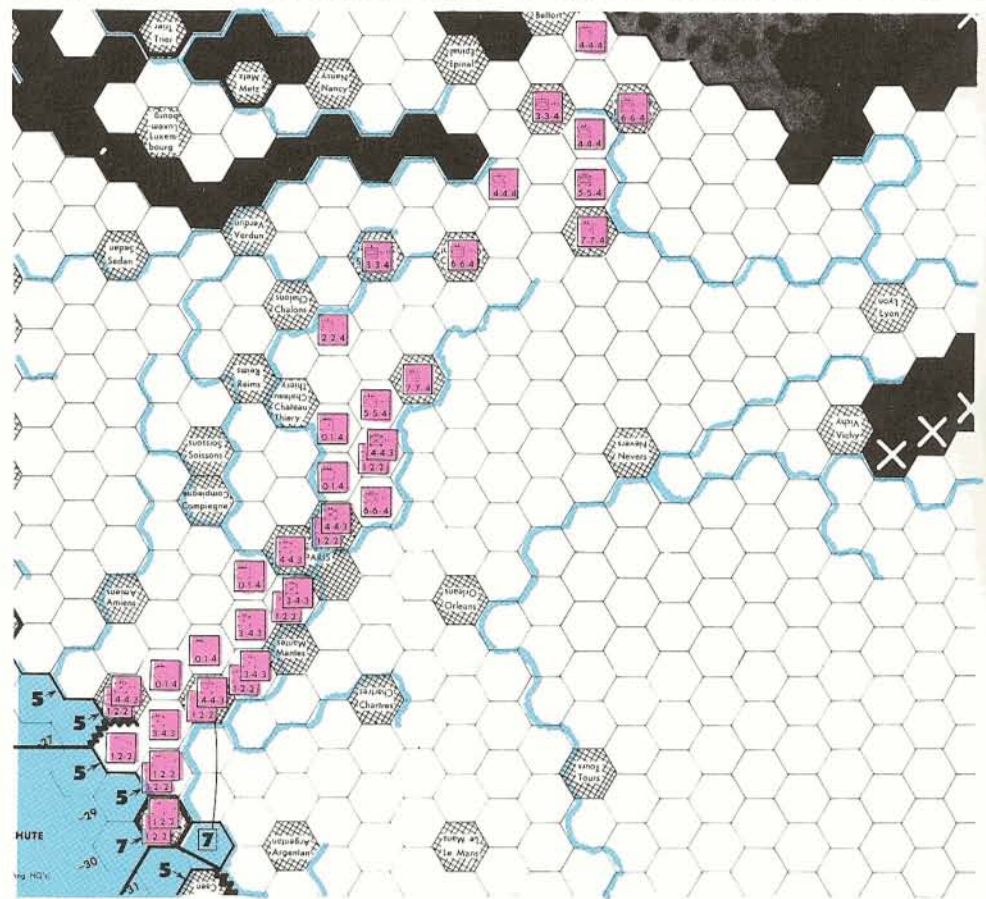


Figure 7. Allied breakout from Brittany or South France meets the extended German Seine defensive line.

defense of the Seine. The German player must plan his withdrawal well, being careful not to get cut off or outflanked. Particular attention must be paid to an Allied breakout from South France. The Allies can outflank the Seine line in a hurry unless reinforcements can reach the Dijon area quickly or a few delay units are expended.

A useful tactic in slowing down the Allied advance is the mobile armor screen. This is accomplished by positioning your units 6 hexes away from the advancing Allied units. This will limit the Allied advance to only 4 hexes per turn. This tactic is demonstrated in figure 8. When employing the armor screen the German player must bear in mind the possibility of an Allied airborne drop to trap the delaying armor. Maintaining a good counterattack force is the best deterrent to this threat.

Unless you have been fortunate enough to defeat both Allied invasions you will eventually find yourself back on the Seine. Good strategy consists of falling back to the Seine as late as you can and with as much force as possible. Unfortunately, time is usually bought with casualties. The amount of troops that one is willing to lose to buy time is a difficult decision that each player must make for himself. In general, it is worth a significant number of units to force a second invasion and buy about 10-15 turns.

Once the Allies reach the Seine the game evolves into a stubborn, defensive battle where the Germans grudgingly retreat to the Meuse and eventually the Rhine. The Germans do not win this part of the game by delaying but rather by attritioning the Allied army. With enough forces the Allied player will eventually bludgeon his way to and across the Rhine. The German player must seek to exhaust the Allied army by consistently forcing the Allied player to make low odds attacks and soakoffs against

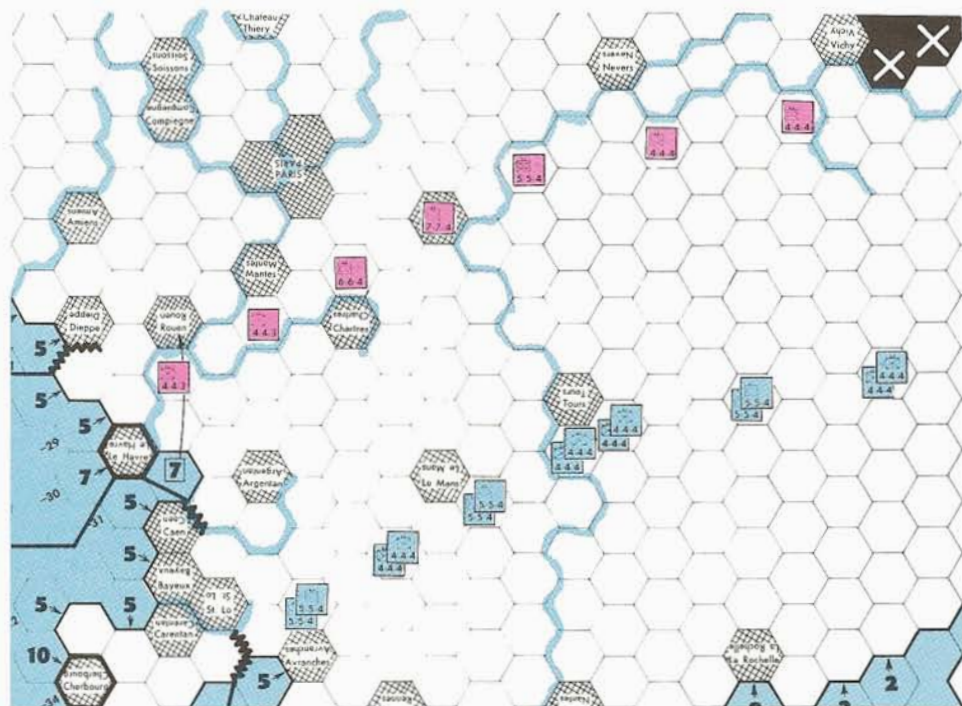


Figure 8. Mobile armor screen will limit the Allies to a 4 hex/turn advance.

doubled positions. Figure 9 shows a typical German defense along the Meuse from Sedan to the Swiss border. Note that this defense precludes 3-1 attacks against hexes where surviving German units will be in the zone of control of remaining Allied units. Hence the cities and mountains need to be held by large units. River lines can often be defended by stacks of smaller units.

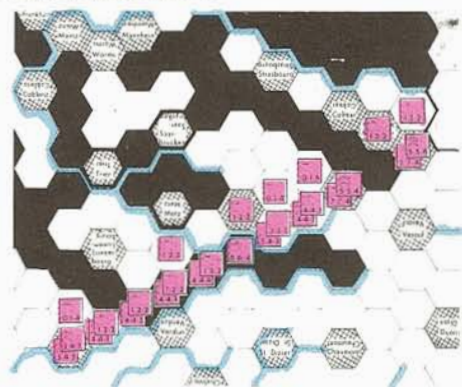


Figure 9. Meuse-Epinal-Belfort Defense Line . . . note the strong airborne screen in the Belfort-Epinal sector.

The Allies have several capabilities to assist them in breaking German defensive lines. One of these is carpet bombing. Unlike the old SAC attacks these air attacks do not attrition the German army directly. They allow the Allied player to roll twice for a given attack and choose the most advantageous result, thus increasing the chance of the Allies winning a critical 1-1 or 2-1 attack. Chart 2 shows the percentages involved in a 1-1 or 2-1 carpet bombing attack versus a normal attack. Good Allied players will likely save their 4 carpet bombing attacks for crucial 1-1's and 2-1's against key German defensive positions.

The Allies have 6 factors of TAC air per turn. Fortunately, only 1 factor may be added to a single battle. The Allied player will toss in the extra factor whenever it makes a difference. TAC air is often used in getting 1-2's against German 5 and 6 factor units. It is frequently used to improve low odds soakoff attacks. Unless the German player is

careless the one extra factor will rarely enable the Allied player to upgrade a key 1-1 or 2-1 attack to a 2-1 or 3-1. TAC air will also be used for defensive support for units exposed to German counterattacks.

The new airborne rules allow the Allied paratroop units to drop right behind your front line units. This enables the Allies to get a 3-1 where they normally could not. Airborne units could also be used to form a corridor to assist the main force in exploiting a breakthrough. The Germans need to maintain a good airborne screen, particularly in vital sectors, until the Allied airborne threat can be neutralized.

The new supply rules make the Southern Rhine region very vulnerable to Allied attack. The Vesoul-Epinal-Belfort area must be very strongly defended. This area must be held for a long time as there is not much room with which to retreat. Figure 10 shows how the Allies can easily win by punching a narrow corridor to Strasbourg. The Allied divisions across the Rhine are very difficult to counterattack. All of

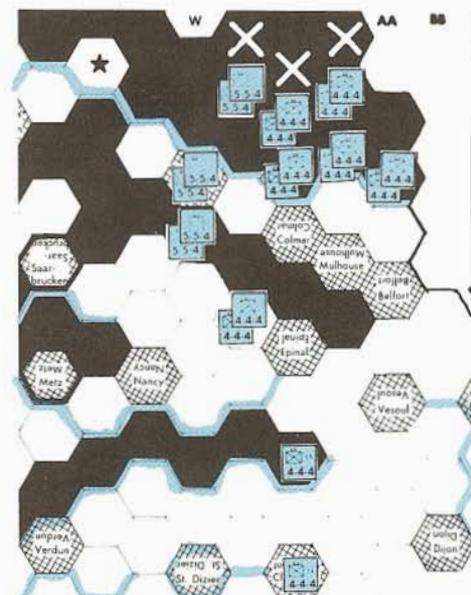


Figure 10. Allied exploitation of the southern Rhine region. This situation will produce an Allied victory in 4 turns. All of the units can be supplied from Marseilles only. The maximum range of supply from Marseilles is shown by the red tint.

the Allied units shown can be supplied from Marseilles. In the '65 version the Allies had to capture Antwerp in order to seriously threaten this area. Don't be surprised if the Allied player concentrates some carpet bombing attacks and airborne drops in this sector.

The Allies will eventually break the Seine line. The German defensive line should pivot about the Belfort-Epinal area. The rest of the line should slowly withdraw to the Meuse, the Siegfried line, and finally to the Rhine. Antwerp should be held as long as possible to maintain a shorter front and to deny the excellent supply source to the Allies. Boulogne and Rotterdam should be held as long as possible to keep the Allied replacement rate down. Static units make excellent delay units as they are easily replaced. Hopefully, the Allied army will be seriously weakened by the 30th or 35th week. At that point, time and the German replacement rate will carry the Germans on to victory.

A frequent topic of conversation about D-DAY '77 is who has the advantage. At this point I would tend to lean toward the Allies. It is easier to get ashore than before but more difficult to win once ashore.

Chart 2.

Carpet Bombing Percentages

Assume a 6-6-4 is in a doubled defensive position and a DR combat result is preferred to an exchange.

REGULAR		CARPET BOMBING		REGULAR		CARPET BOMBING	
1-1		1-1		2-1		2-1	
DE	.1667	DE	.3056	DE	.1667	DE	.3056
DR	.1667	DR	.2500	DR	.1667	DR	.2500
EX	.1667	EX	.1944	EX	.3333	EX	.3333
AR	.1667	AR	.1389	AR	.1667	AR	.0833
AE	.3333	AE	.1111	AE	.1667	AE	.0278

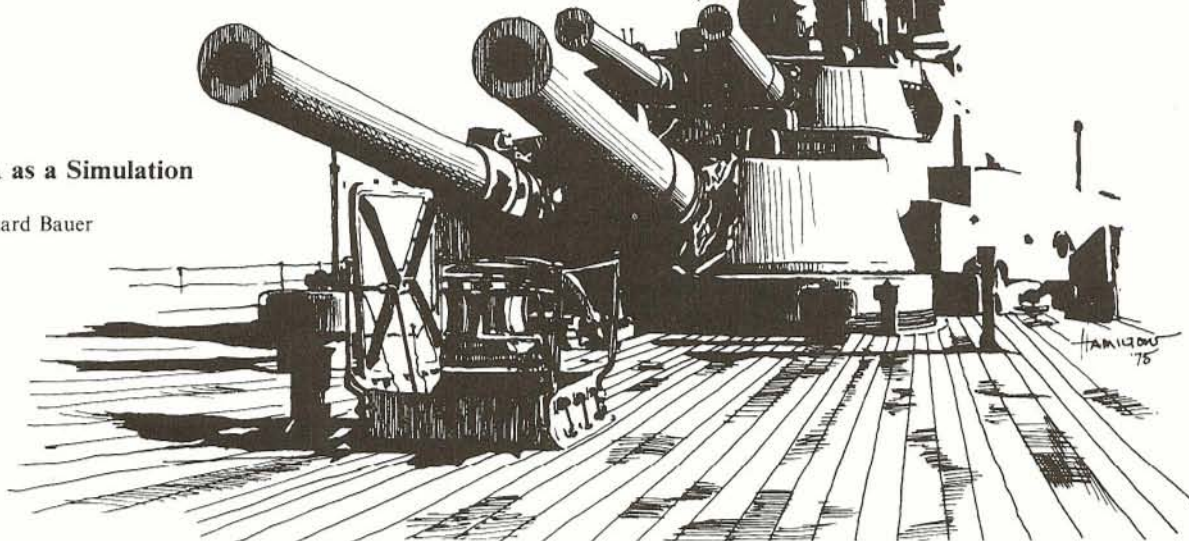
	EXPECTED ATTACKER LOSSES	EXPECTED DEFENDER LOSSES	RATIO OF LOSSES (DEF/ATK)	PROBABILITY TAKING HEX
REGULAR 1-1	6.000	2.000	.333	.333
CARPET BOMBING 1-1	3.666	3.000	.818	.556
REGULAR 1-1*	7.333	2.000	.273	.500
CARPET BOMBING 1-1*	4.111	3.000	.730	.750
REGULAR 2-1	8.000	3.000	.375	.667
CARPET BOMBING 2-1	4.666	3.833	.821	.889

*An extra 4-4-4 is added to the attack to advance in case of an exchange.

TOURNAMENT LEVEL WAR AT SEA

WAR AT SEA as a Simulation

by Richard Bauer



As new wargames issue forth from an increasing number of publishers at an ever quickening pace, one cannot help but be impressed by the over all similarities in all these titles. The overwhelming majority of these games are variations on the theme first introduced by Avalon Hill in *TACTICS II*. Thus, it is particularly noteworthy when a truly original game appears. *WAR AT SEA* is such a game. Yet the appeal of *WAS* derives not from its novelties, but from the beautiful simplicity of its design. This simplicity makes *WAS* an ideal introductory game for the novice. However, this same simplicity is the source of criticism from some of the more experienced gamers who complain that it is not a realistic simulation. The purpose of this article is to examine some of these criticisms and suggest a solution.

Several aspects of *WAS* that cannot be fairly criticized are its movement and combat systems. They certainly fall within the normal limits of acceptability for wargames. Indeed, the movement system is more realistic than the usual standard where, within the bounds of the basic movement allowances, all maneuver is accomplished with 100 per cent certainty. And combat resolution is more realistic than the common system in which massive battles routinely result in total annihilation of one force with the victor completely unscathed.

One way to analyze the realism of a wargame is to compare its play with the historical record of the actual conflict. Now this is particularly difficult in the case of *WAS* since the game "recreates" a conflict which never really occurred. Still, certain valid analogies may be drawn. In game play the Italian Navy frequently dominates the Mediterranean Sea. In fact, many successful players believe that Allied victory requires a complete concession of the Mediterranean to the Axis. Such Axis domination however, would have represented a massive strategic victory. A reasonable simulation would require the Allies to at least contend for the Mediterranean and play balance would require that such a strategy be viable. Other aspects of the game that seem to run counter to the historical record are: (a) the rule that allows Axis surface vessels to move through the Straits of Gibraltar, and (b) the rule that restricts the U.S. Navy to the North Atlantic.

While the above remarks point out some of the ways in which *WAS* fails to reflect the strategic realities of World War II, the game can also be challenged on the tactical level. In the game system whenever opposing ships are present in the same sea area, at least one round of surface combat must be fought. In reality, it was very difficult to force surface combat with a reluctant opponent. Witness the cruise of the *Bismarck*. The game system also severely restricts air power. This is partially necessitated by play balance considerations. (After all the Allies have almost all of the aircraft carriers. Restricting air units to a single airstrike per turn lowers the relative value of air power as opposed to surface fleet power to an extremely unrealistic level. Another anomaly revolves around the rule on withdrawal. A heavily damaged ship cannot attempt to escape from combat unless its entire force elects to withdraw. This seems particularly unreasonable when it is realized that a single turn represents six months or more of real time. The *WAS* game system also throws all ships in a sea area into immediate combat as if all ships, friendly and enemy, are in immediate combat. It might be reasonable to assume that the numerically smaller Axis forces would not sortie except as a group to maintain mutual support. It is equally reasonable to argue that the Allied navies in World War II could not employ similar tactics. To maintain control of a sea area, the Allies had to disperse their forces to patrol the area against Axis intrusion. There is nothing in the game system that simulates the maneuver for rendezvous and interception that must precede any naval engagement.

It should be repeated that *WAR AT SEA* is an excellent game. This brief analysis exposes some of the features that detract from *WAS* as a simulation. An attempt to correct these "imperfections" in *WAS* has already been printed in the *GENERAL*, Vol. 13, No. 3, in the form of a *WAS* variant by Richard Hamblen. This variant deals with a number of the strategic criticisms. With southern convoys added and an Italian passivity rule, the Mediterranean Sea becomes a major area of conflict. The variant goes beyond this by adding a French Navy, Italian Frogmen, and a withdrawal of some British ships for redeployment to the Pacific. The Hamblen

variant is an excellent game and a superior simulation of the strategic realities present in the real war at sea. The variant does not attempt to deal with the tactical artificialities of *WAS*. What is needed is not another variant, but an advanced or tournament game system for *War at Sea*. Such a tournament game is proposed below. This tournament game brazenly incorporates virtually all of Mr. Hamblen's ideas. Full credit belongs exclusively to Mr. Hamblen. Patterned after the basic game, this tournament game includes an expanded sequence of play that allows for more tactical detail. By providing for more tactical maneuver within *War at Sea's* basic game system, the tournament game may hopefully provide a more challenging version of this fine game that will spread its appeal to a larger body of experienced wargamers.

TOURNAMENT GAME

The tournament game uses the basic game rules with the following amendments:

1. OBJECT—

- The awarding of POC is changed as follows:
- A. The Axis earn THREE POC for each turn that they control the Mediterranean Sea.
 - B. On the indicated turns *double* POC are awarded for the control of the specified sea areas.
 - Turn 1—BARENTS SEA
 - Turn 2—NORTH SEA
 - Turn 3—MEDITERRANEAN SEA
 - Turn 5—MEDITERRANEAN SEA
 - Turn 7—MEDITERRANEAN SEA
 - C. The Axis receive TWO POC for each Allied Convoy sunk.
 - D. The Axis receive ONE POC at the end of a turn for each sea area, except the Baltic Sea, in which there is an Axis U-Boat but no Allied ships.

2. THE MABOARD—

2.8 Add the Allied port of GIBRALTAR to the mapboard at the eastern end of the Mediterranean Sea. This port has one point of repair facilities. The Axis may not make airstrikes against Gibraltar. Gibraltar borders both the South Atlantic Ocean and the Mediterranean Sea. Disabled British ships

may return to Gibraltar from either of these sea areas. At the beginning of the game any British ships may be stationed at Gibraltar.

3. THE PLAYING PIECES—

3.3 Add counters for the following ships:

U.S. Navy—Arkansas	3-4-3
Nevada	4-4-3
Massachusetts	5-6-5
Quincy	1-1-7
Ranger	0-1-6(4 airstrike factors)
French Navy—Dunkerque	4-3-7
Strasbourg	4-3-7
Algerie	1-1-7
Tourville	1-1-7
Italian Navy—Frogmen	1-0-Med
Allied Convoys—Tiger Convoy	1-3-3
Torch Convoy	1-3-3

3.4 Add a "Double Points" marker to be placed in a sea area during turns on which the POC for that area are doubled.

3.5 Add withdrawing markers, the size of damage markers, to identify task forces attempting to withdraw from a sea area.

4. PREPARE FOR PLAY—

4.3 British ships may start the game at England, Malta, or Gibraltar. British reinforcements must start at England.

4.7 French ships must start the game at Gibraltar. They are Allied ships on Turn 1.

4.8 Other units added to the Tournament Game are placed on the turn chart at the turn they become available as follows:

- Turn 2—Tiger Convoy
- Turn 4—Frogmen and all US ships
- Turn 5—Torch Convoy

4.9 Before the start of Turn 4 the Allied player must remove from the game (for redeployment to the Pacific) the *Prince of Wales* (4-5-6) and the *Repulse* (3-3-6). If either or both of these ships have been lost by then, the Allied player may substitute any British battleship.

5. SEQUENCE OF PLAY

5.1 Movement Phase

5.11 *Turn Initiation Segment* Place the turn indicator on the turn chart box for the current turn. Place the double point marker in the sea area, if any, whose POC are doubled on this turn.

5.12 *Reinforcement Segment* Place all reinforcements available this turn at the appropriate ports. Starting on Turn 4 the Allied player must roll to determine which US ships become available.

5.13 *Allied Deployment Segment* Allied player moves his ships, as desired, from port to sea areas. Convoys at sea may be moved one sea area. After all Allied ships have been deployed the Allied player must make a speed roll for each ship that moved two sea areas to determine if those ships made their station. Ships that failed to make station must return to port.

5.14 *Axis Deployment Segment* Axis player moves his ships and U-boats, as desired, to sea areas. After all units have been deployed the Axis player must make a speed roll for each ship that moved two sea areas to determine if those ships made station. Ships that failed to make station must be returned to port.

5.15 *Air Deployment Segment* Players simultaneously place their land based airstrike counters in any permissible sea area or port.

5.16 *Damage Repair Segment* Players may repair damaged ships in port which did not attempt to move.

5.17 *Combat Ordering Segment* Combat must be resolved in all sea areas in which both players have deployed units, one sea area at a time with the Allied player determining the order.

5.2 Initial U-Boat and Air Phase

5.21 *ASW Segment* Allied player conducts all ASW attacks.

5.22 *U-Boat Attack Segment* Surviving Axis U-Boats attack.

5.23 *Airstrike Segment* Players name the targets of all their airstrikes then resolve air combat.

5.3 Task Force Organization Phase

5.31 *Axis Grouping Segment* Axis player organizes his ships into task forces.

5.32 *Allied Grouping Segment* Allied player must specify how he wishes to attempt to organize his task forces. Speed rolls determine Allied success.

5.4 Maneuver Phase

5.41 *Return to Port Segment* Players may return any unengaged ships, except convoys, to an adjacent friendly port. If any ship in an unengaged task force has a withdrawing marker on it, all ships in that task force must be returned to port.

5.42 *Allied Interception Segment* Each unengaged Allied task force that contains a battleship must attempt to intercept an Axis task force. Other unengaged Allied task forces may also attempt to intercept. A speed roll is used to determine if each attempt is successful.

5.43 *Axis Interception Segment* Each unengaged Axis task force may attempt to intercept an Allied task force. A speed roll determines if each attempt is successful.

5.5 Surface Combat Phase

5.51 *Allied Fire Segment* Each ship in every engaged Allied task force may apply its attack factors against one engaged Axis ship.

5.52 *Axis Fire Segment* Each ship in every engaged Axis task force may apply its attack factors against one engaged Allied ship.

5.53 *Fire Resolution Segment* Results of surface combat applied. Sunk ships removed from play. Disabled ships returned to port.

5.6 Task Force Reorganization Phase

5.61 *Task Force Breakdown Segment* Players may divide any unengaged task force into two or more separate task forces.

5.62 *Disengagement Segment* Each player may attempt to disengage any or all of his engaged ships from combat.

5.63 *Pursuit Segment* Each player may pursue any enemy ships attempting to disengage with ships from the task force that enemy had engaged. Screening may be done.

5.64 *Withdrawal Designation Segment* Players may place a withdrawing marker on any of their engaged ships. A withdrawing marker designates that that ship and its entire task force are attempting to return to port.

5.65 *Rendezvous Segment* Each player, Allied first, may attempt to rendezvous any of his unengaged task forces into a consolidated task force.

5.7 *Intermittent Air and U-Boat Phase* This phase is played only after every third combat round.

5.71 *Secondary Airstrike Segment* Each player may make airstrikes against enemy units using their carrier and land based air units. Axis U-Boats may be targeted for airstrikes. Allied player may make three airstrikes for each convoy in the sea area.

5.72 *Secondary U-Boat Attack Segment* Surviving Axis U-Boats may attack any Allied ships in the sea area.

5.8 Play Continuation Phase

5.81 If opposing ships remain in the sea area, play continues with phase 5.4 and the beginning of another combat round.

5.82 If all of one player's ships have been removed from the sea area, play moves to another sea area with phase 5.2.

5.83 If no combat situations remain in any sea area, play moves to phase 5.9.

5.9 Game Turn End Phase

5.91 *Control Determination Segment* Control of each sea area is determined and the appropriate control flags placed.

5.92 *POC Adjustment Segment* Each player computes his POC total for sea areas and convoys and the POC marker is adjusted.

5.93 *Final Return to Port Segment* Each player returns all of his ships at sea, except convoys, to a friendly port. Note, on certain turns some Axis ships may be able to remain at sea by oilers.

6. MOVEMENT—

6.91 Axis ships may not move between the Mediterranean Sea and the South Atlantic Ocean.

6.92 During a return to port segment any U-boat or ship, but convoys, in an unengaged task force may be returned to an adjacent port. It is not necessary to return all the ships in the task force. All ships in any unengaged task force which has a withdrawing marker on any of its ships must be returned to an adjacent friendly port.

8. U-BOATS—

8.2 U-boats in a sea area after all combat has been resolved prevent the Allied player from controlling that area and receiving its POC, regardless of the number of Allied ships in that area. U-boats alone cannot control a sea area and enable the Axis player to place a control flag there. The Axis player does receive ONE POC for each sea area, other than the Baltic Sea, in which only U-boats are present.

8.6 After the initial U-boat attack segment there may be a secondary U-boat attack segment after every third round of surface combat in a single sea area. U-boat attacks during a secondary attack segment are resolved exactly as in the initial attack segment.

8.7 The secondary U-boat attack segment is not preceded by an ASW segment but by a secondary airstrike segment. During this airstrike segment U-boats may be subjected to Allied airstrikes.

10. AIRSTRIKES—

10.4 After every third round of surface combat in a sea area there is a secondary airstrike segment during which both players may make and resolve airstrikes exactly as in the initial airstrike segment.

10.5 Airstrikes may not be launched against U-boats during the initial airstrike segment. Airstrikes against U-boats are permitted during a secondary airstrike segment. During a secondary airstrike segment each convoy may make three airstrikes but these may only be targeted against U-boats. All airstrikes against U-boats are rolled together with all disabled and hit results applied to the entire U-boat fleet in that area.

10.6 Multiple airstrikes may be made against certain targets during an airstrike segment. No player may make more airstrikes than his airstrike capability.

10.61 Aircraft carriers may be subjected to more than one airstrike during an airstrike segment.

10.62 The total number of airstrikes made against U-boats may exceed the number of U-boats in the sea area.

12. DISENGAGING—

12.1 Ships in an engaged task force may attempt to disengage from the enemy during the disengage-

ment segment of the task force reorganization phase. Not every ship in an engaged task force need attempt to disengage. Ships that successfully disengage are not required to return to port. They may remain in the sea area and engage in combat again.

12.2 At the beginning of the disengagement segment each player must designate which of his ships will attempt to disengage. Disengaging ships may then be freely grouped into one or more task forces.

12.3 Ships from different task forces that attempt to disengage may not be grouped in the same task force.

12.4 On the pursuit segment each player may PURSUE any of the enemy task forces that are attempting to disengage using only ships from the task force that had engaged those enemy ships.

12.5 Ships that pursue a disengaging task force must have a speed at least equal to that of the disengaging task force. All ships that pursue the same disengaging task force themselves constitute a task force. The disengaging task force and the task force of pursuing ships are still engaged.

12.6 Ships in an engaged task force that neither attempt to disengage nor pursue constitute the remaining task force. The two remaining task forces are still engaged.

12.7 If the two remaining task forces are unequal, the player with the larger remaining task force may elect to SCREEN his disengaging task forces. He does this by demanding his opponent return to the remaining task force any number of ships up to the number that would equalize the remaining task force. The opponent must then return at least that number of ships but may return more. Ships returned must come from the pursuing ships. Returning these ships may result in some of the disengaging task forces becoming unengaged.

12.8 During the withdrawal disengagement segment each player may place a withdrawing marker on any ship in an engaged task force. The withdrawing marker signifies that the entire task force is attempting to flee the sea area at top speed. It also provides some protection from interception by additional enemy task forces.

12.81 At the moment a withdrawing marker is placed, all enemy ships in the engaged task force whose speed is less than that of the withdrawing task force must be separated into a separate unengaged task force.

12.82 After all withdrawing markers are placed, each player may disengage any of his ships engaged with a withdrawing task force. All ships disengaging from the same task force form one task force together with the slower ships, if any, which were required to disengage.

12.83 If a ship bearing a withdrawing marker is sunk or forced to return to port because disabled, the withdrawing marker must be placed on another ship in the same task force.

12.84 If a withdrawing task force divides into separate task forces, a withdrawing marker must be placed on one of the ships in each of the separate task forces.

12.85 A task force that attempts to intercept a withdrawing enemy task force is successful only if the speed roll is less than or equal to one plus the speed of the intercepting task force minus the speed of the withdrawing task force. Interception is impossible if this difference is zero or negative.

12.86 On a return to port segment all ships in every unengaged withdrawing task force must be returned to port.

12.87 Ships in a withdrawing task force may not pursue any engaged enemy ships that disengage.

12.88 A task force containing a convoy may not attempt to withdraw.

12.89 Withdrawing task forces cannot control any sea areas. They must all be returned to port on the control determination segment before any control flags are placed.

14. CONVOYS—

14.31 Convoys must be moved to sea on the turn they enter the game. Convoys must always move toward their destination without delay or detour. Disabled, but undamaged, convoys returned to port must move to sea on the next turn table. Convoys may be moved to a port only on the final return to port segment of the game turn end phase. Only a damaged convoy may enter a port other than its destination. Damaged convoys may remain in port for repair.

14.61 The AXIS player receives TWO POC for each Allied convoy sunk.

14.9 The Tiger and Torch convoys are "southern convoys." The Allied player receives THREE POC for each of these when they arrive at Malta.

14.91 The Tiger convoy starts on Turn 2 at England. If disabled, it returns to Gibraltar.

14.92 The Torch convoy starts on Turn 5 at the U.S.A. If disabled, it returns to England.

15. MINOR NAVIES—

15.3 Starting with Turn 4 and on each turn after that, the Allied player must roll one die for each US ship. The die rolls are made during the reinforcement turn. Each US ship enters the game at the U.S.A. only if its die roll activates it. The numbers needed to activate a US ship vary with the turn as follows:

Turn 4—6

Turn 5—5 or 6

Turn 6—4, 5, or 6

Turn 7—3, 4, 5, or 6

Turn 8—2, 3, 4, 5, or 6

Once a US ship is activated it remains available for the remainder of the game and no additional die rolls are needed to move it on following turns.

15.4 US ships may move out of the North Atlantic Ocean subject to the regular movement rules. Unless disabled in the South Atlantic Ocean, however, all US ships must return to the U.S.A. on each turn.

15.5 At the beginning of the Axis deployment segment of each turn the Axis player must roll a die for each Italian ship in Italy. The Axis player may then move only those Italian ships for which he has rolled a "5" or "6."

15.6 The Italian frogmen unit is available in Italy on Turn 4. It operates as a U-boat except that on the first turn it is used, the attack by the frogmen unit is resolved before the Allied ASW segment. Thereafter it functions as a U-boat. The frogmen unit may not move out of the Mediterranean Sea and cannot be replaced once destroyed.

15.7 Before the start of Turn 8 the Italian Navy is subject to defection. A die is rolled for each Italian ship with the following result:

1, 2, 3, or 4—Defects

5 or 6 —Axis Control

Italian ships that defect are removed from the game. Remaining Italian ships are Axis for Turn 8.

15.9 All French ships begin the game at Gibraltar and are Allied ships on Turn 1. At the end of Turn 1 all French ships in the Mediterranean Sea must be returned to Italy. All other French ships must be returned to France.

15.91 Before the start of Turn 2 the Axis player must roll a die for each French ship, determining its fate as follows:

1, 2, or 3 Scuttled

4 or 5 Axis Control, if Mediterranean is Axis controlled, Scuttled, if Mediterranean is not Axis controlled

6 Axis Control

Scuttled French ships are removed from the game. Remaining French ships are Axis for the remainder of the game.

18. TASK FORCES—

18.1 A task force is a collection of ships joined to share maneuver and mission activities. Ships in a single task force should be grouped together on the mapboard. The speed of a task force is the speed of the slowest ship in the task force.

18.2 During the task force organization phase the players organize their ships in the sea area into task forces.

18.21 During the Axis grouping segment the Axis player may freely organize his ships into one or more task forces.

18.22 During the Allied grouping segment the Allied player may attempt to organize his ships into task forces as he desires. He does this by naming one or more of his ships in the sea area as flagships. For every other Allied ship in the sea area the Allied player must name a flagship with which that ship will attempt to rendezvous. A speed roll is then made for each ship attempting to rendezvous. If the die roll is less than the speed of the ship attempting rendezvous, then the rendezvous is successful and the ship joins a task force with that flagship. Each ship that fails to rendezvous becomes a one ship task force.

18.3 Before surface combat can occur opposing task forces in the same sea area must engage. This happens when one task force succeeds in intercepting an enemy task force during the maneuver phase.

18.31 On the Allied interception segment each unengaged Allied task force that contains at least one battleship (any ship with an attack factor of three or more) must attempt to intercept an Axis task force. Other unengaged Allied task forces may also attempt to intercept an Axis task force. If there is more than one Axis task force in the sea area, the Allied player must designate which Axis group each of his task forces is attempting to intercept.

18.32 The Allied player must make a speed roll for each Allied task force attempting an interception. If the die roll is less than the speed of the Allied task force, then the interception is made and the two task forces are engaged. A task force that fails to intercept remains unengaged.

18.33 Engaged task forces may not attempt to intercept.

18.34 On the Axis interception segment each unengaged Axis task force may, at the Axis player's discretion, attempt to intercept any Allied task force in the same sea area. The Axis player must designate which Allied task forces are to be intercepted.

18.35 The Axis player must make a speed roll for each Axis task force attempting an interception. If the die roll is less than the speed of the Axis task force, then the interception is made and the two task forces are engaged. A task force that fails to intercept remains unengaged.

18.36 Whenever two or more friendly task forces engage the same enemy task force, the friendly task forces are merged into one.

18.4 During the combat phase surface combat can occur only between ships in engaged task forces.

18.5 During the breakdown segment of the task force reorganization phase unengaged task forces may be freely divided into separate task forces.

STARSHIP TROOPERS EXPANSION

By Bill MacLaren

SCENARIO EIGHT: SEARCH & DESTROY

The Terrans are at war with the Arachnids. This is the obvious idea behind Avalon Hill's great Spif wargame *STARSHIP TROOPERS* (based on the book by the illustrious Robert Heinlein). The 'skinnies' were knocked out of commission early in the war, before they dropped their Buggy allies and joined the Terrans. So, the war is mainly between the Terrans and the Bugs.

The Terrans have finally gained the initiative in the war and are taking the fight to the Bugs. The




only problem is, where are the bugs located? Sure, Space Navy could destroy every planet they weren't sure of, but, why waste a perfectly good planet for no reason?

Enter the Mobile Infantry. Their job, drop on a strange planet. Find out the location of bug tunnel complexes on said planet (if any), and with the aide of Combat Engineers create as much havoc as possible before retrieval.

The mobile infantry is going to have a slight problem in this scenario. They won't be sure where the tunnel complexes will be located to begin with, but, they also won't know how many tunnel complexes there are on the planet... Most scenarios use one or two complexes with an equal number of units in each. But were all Arachnid Complexes set up in such a form? As usual, it's up to the MI to find out...

AVAILABLE FORCES

Arachnid:








 6-3-1	 0-1-1	 18-8-3
--	---	--

1 or 2 tunnel complexes*

PLUS: Demo Points x45








Terran:

Force "A"

 2-6-10	 4-6-6	 2-3-10	 LD	 12 DAP	 18 DAR	 HNG
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






**PLUS: Nuc Launchers x6
HE Launchers x18**

Force "B"

 2-6-10	 4-6-6	 2-3-10	 LD	 12 DAP	 18 DAR	 HNG
--	---	--	--	--	--	---

**PLUS: Nuc Launchers X12
HE Launchers X18**

Force "C"

 2-3-2	 0-18-0		 0-6-20	 HE	 NUC	 SAT 0-1-2
--	---	--	---	---	--	--

*See appropriate special rules.

SET UP

Arachnid: Construct one or two tunnel complexes on alien control pad prior to play. Move second. See special rules no. 1 & 3.

Terran: Force "A" enter via initial drop procedure. Units must be positioned West of hex row 'V' prior to drop. Move first. Force "B" enter via initial drop procedure, on turn one, East of hex row 'V' before drop. Move first. Force "C" enter via Soft Landing procedure any time after turn one. Move first. (*Note: Force "A" enter on turn 1.)

GAME LENGTH: 20 turns.

SPECIAL RULES

1. Arachnid Tunnel Complexes: The Arachnid player has a unique choice to make in this scenario. He has the option of building *one or two* tunnel complexes. He does NOT have to inform the Terran player how many complexes he has built until after the game. No matter if the Arachnid player decides to build one or two tunnel complexes, he still receives THE SAME AMOUNT OF UNITS. If he decides to build two sets of tunnels each brain would control the normal number of units. But if he decides to build only one complex, then each brain would control DOUBLE the normal number of units. (Ten warriors, ten workers, and two heavy weapons). Note that each brain would still have only ONE engineer no matter how many other units are in that complex, and the number of demo points available for use remains the same for both variables (one or two complexes).

2. Retrieval Boats: There are three retrieval boats used in this scenario. The first boat is used to soft-land force "C". It may then be used to retrieve casualties. The second retrieval boat must be used before turn 12 and the last retrieval boat may not be used until after turn seventeen. Basic retrieval boat rules are used with the first two retrieval boats (each, of course, with its own homing beacon). But rules

change slightly for the third boat. It lands on the homing beacon for one of the first two boats and may remain grounded for one OR TWO turns, at the Terran players option, before lifting off.

3. Reaction Time: The bugs had no way of knowing that a Terran attack was about to be made. This sometimes slowed their reactions to the Terran drop. To check if Terran reaction time is slowed, roll one die.

1-4 Arachnid reaction time delay
5-6 reaction time normal

If the Arachnids reaction time is slowed, they may not move on turn one. If it remains normal they move normally on turn one.

4. Effects of Master and Queen cells: In the game the Master and Queen brain cells were given no definite purpose except that they were worth victory points if captured or killed. But the Master and Queen cells actually do hold a position of significance. The Queen would be in control of all units and all other brain cells. The Master brain would coordinate the combat cells in their attack and defense. The Queen cell affects the complex in a powerful way. If a combat brain cell is destroyed, instead of all of that combat cell's units being destroyed, one half of the units would be controlled by the Queen and only half the units would be destroyed. Ex.: Combat brain 'A' is destroyed. It has three workers, six warriors, and one heavy weapon left. The Queen would take over one worker, three warriors, and the heavy weapon. The other units would be destroyed. If there is only one of a unit type it is kept, otherwise odd units (three, five, etc.) are destroyed. If the Queen cell is destroyed, the combat factors (attack factor and defensive factor) of all Arachnid units are reduced by two. Worker units would be eliminated and would count for victory point purposes. The Master brain cell operates in the same manner as the Queen except in

a reduced way. It can only control three units from any one Combat cell and only one of these may be a heavy weapon. If it is destroyed the *Attack factor ONLY* of all units in that complex is reduced by two.

5. Treat all hexes on mapboard as savanna hexes.

6. Use Combat Engineer Breaching and MI Multiple Damage optional rules along with regular rules.

VICTORY CONDITIONS

Terran: Accumulate more victory points than the Arachnid player at the end of the game.

Arachnid: Accumulate more victory points than the Terran player at the end of the game.

Draw: It is a draw if both sides have an equal amount of victory points. Arachnid player receives two victory points for every Brain Cell, no matter what type, surviving at the end of the game. Additionally the Arachnid player receives points for the damage/destruction of Terran units as follows:

	HVY DAMAGE	WIA/KIA
Scout	1 point	2 points
Commander	3 points	7 points
Marauder	2 points	5 points
Combat Engineer	—	2 points
Special Talent	—	4 points

Terran player receives ten points for every Queen and Master brain cell destroyed and five points for every Combat Brain Cell destroyed. Terran receives one point for every tunnel hex destroyed. Additionally, the Terran player receives points for the elimination of Arachnid units as follows:

- For each Warrior unit eliminated: 2 Points
- For Each Worker unit eliminated: 1 Point
- For each Heavy Weapon unit eliminated: 5 Points

TRUE LINE OF SIGHT

By Robert Corbett

One of the few unrealistic things in the *SQUAD LEADER* game system is its simplified LOS rules. More realistic alternatives such as those proposed here by *CROSS OF IRON* playtester Robert Corbett tend to slow down play too much to merit inclusion in the game system. Died-in-the-wool realism advocates will nonetheless appreciate the far greater detail his system allows.

Multi-level Buildings

One of the least realistic aspects of the *Squad Leader* system is the Line of Sight system. This is not in itself a bad thing, since any realistic LOS system will have to be more complex than the current one. However, an attempt to create multi-level buildings highlights some of the problems that were glossed over in the original system. For example, the simple notion of a building creating a "blind zone" behind it (7.4, 43.62) now becomes useless. For this reason, I believe that new LOS rules should be presented along with any attempt to distinguish between multi-level buildings. The rules that follow describe such a system. I have been using versions of this system for a few weeks now, and have found that it does not often slow the pace of play, as it is usually possible to determine whether or not an LOS is blocked without referring to the charts.

MULTI-STORY BUILDINGS AND TRUE LINE OF SIGHT (TLOS)

This rules section introduces the concept of buildings that are more than two stories high. Included is a new LOS system that is more realistic but also more complex.

The height of a building is determined by the number of stories contained within it. Normally, the number of stories within a building is determined by its type and the number of hexes it occupies. The number of stories contained within a stone building is equal to the number of hexes it occupies. Players are recommended to set maximum heights for such buildings; even in big cities structures were seldom higher than five stories. A wooden building is one story high if it occupies one or two hexes, and two stories high if it occupies three or more hexes.

Each story of a multi-story building hex is considered a separate "hex" for stacking and movement purposes (57.1). Units in a multi-story building hex are considered to be on the third floor if they are placed atop two 2nd level counters, on the 4th floor if placed atop three 2nd level counters, etc.

The cost of moving up or down a staircase hex is two MF per floor. A unit may move up or down a staircase hex only one floor per Advance Phase.

A unit on the ground floor of a building hex is considered adjacent to any enemy unit on the ground level of any adjacent hex or on the second floor of the same hex if there is a staircase in the hex. A unit in an upper floor of a multi-level building hex is considered adjacent to any enemy unit on the same floor of an adjacent building hex or in the same hex on an adjacent floor if there is a staircase in the hex. Units in the upper floors of a building do not lose their hidden or concealed status when an enemy unit moves adjacent to them unless that unit is in the same building.

Attacks against multi-story building hexes must now specify the exact floor being attacked.

Demolition and Flamethrower attacks which do not result in rubble (58.1) or fire (59.1) affect only the target floor. Flamethrower attacks cannot be made against targets more than 6 meters above the FT unit. Demolition Charges must be placed in a hex adjacent to the emplacing unit.

Artillery FFE and Indirect Fire affect only the top floor of a building hex.

Movement between floor levels without the use of a staircase is prohibited above the second floor.

All other rules pertaining to Upper Building Levels (57), Rubble (58), and Fire (59) of the Basic game apply.

DETERMINING HEIGHT:

In order to decide if a TLOS is blocked, it is necessary to know the height of the sighting unit, the target unit, and any obstructions between them.

The height of any unit is the cumulative total of the height of the terrain the unit occupies and the unit's own height as indicated on the *Height Table*. For example, an infantry squad on the third floor of a five story building on a level one hill would have a height of 25½ m. (1½ + 9 + 15).

The height of an obstructing hex is the total height of the terrain in the hex or hexside. For example, the height of a forest-gully hex would be 12m. (15-3).

THE HEIGHT TABLE

Infantry unit	1½m.
AFV (no size modifier)	1½m.
Bulky AFV	3m.
Unit in upper level of building	4½./2nd level ctr.
Forest	12m.
Level one hill	15m.
Level two hill	30m.
Level three hill	45m.
Gully	-3m.
Wall or hedge	1½m.
Building	3m./story
Entrenchment, shellhole	-1½m.

DETERMINING LINE OF SIGHT:

The following procedure is used to decide if a TLOS is blocked.

1. Locate the height of the sighting unit on the range "0" line of the TLOS chart.
2. Locate the height of the target unit on the range line corresponding to the distance from the sighting unit to the target unit.

3. Place a straight edge between the two points on the TLOS chart.

4. Determine if the line from the center of the sighting unit's hex to the center of the target unit's hex crosses any obstructions. If it crosses an obstruction within a hex, determine the height of the obstruction, and its distance from the sighting unit. If any part of the column of the TLOS chart that corresponds to that distance is above the line determined in step 3 above, the TLOS is blocked. If it crosses an obstruction on a hexside, determine the distances from the sighting unit to the hexes adjacent to the obstruction. If the distances are equal, and the height of the obstruction on the range line for that distance is above the line determined in step 3 above, the TLOS is blocked. If the distances are not equal, the height of the obstruction on the line between the columns for the two distances is checked.

5. If no obstruction blocks the TLOS, it is clear.

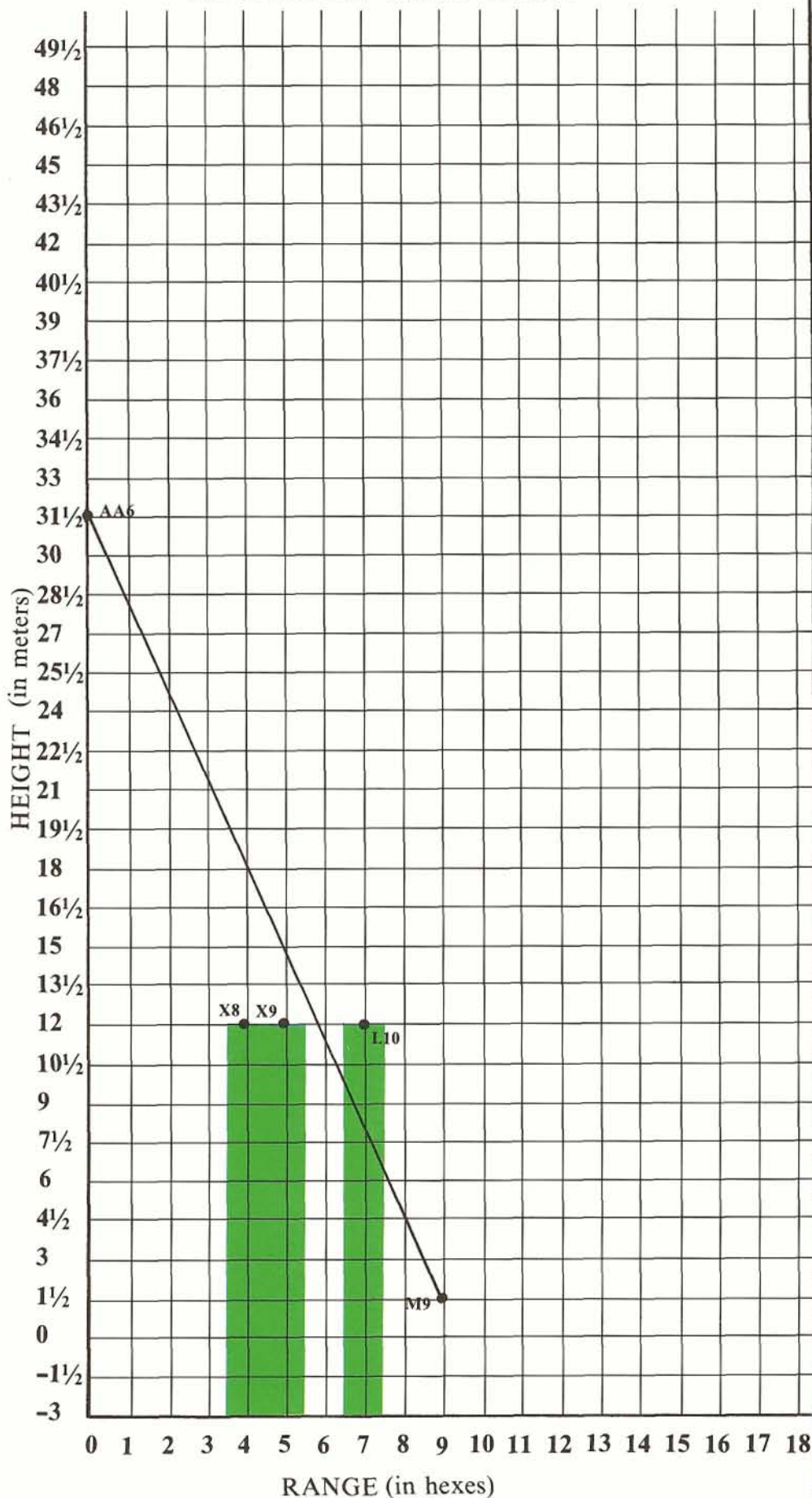
EXAMPLE: The T-34 on the Level 2 hill at AA6 wishes to fire on the German HMG squad in the one-story building on M9. The LOS is blocked by the Level 2 crest line of Z6, but ignoring that for purposes of our example, we see that under the game's normal LOS rules the LOS is clear. Possible obstructions formed by the woods at X9 and V10 are dismissed by the simplicity of the one "blind hex" provision of the Basic Game.

When using True Line of Sight, however, things are much different. The height of the sighting unit is 31½ meters. The HMG is at ground level (1½ meters) nine hexes away. The woods at X8 and X9 four and five hexes away do not obstruct the LOS, but the woods seven hexes away at L10/V10 do.

Note another advantage of True LOS is its adaptability to different terrain situations. If the area depicted by the scenario is set in especially thick woods, Forest height equivalents could be increased to 15 meters, or decreased to 9 for shrub or blighted areas. Terrain could even differ within the same scenario; any forest not encompassing a center dot (Example: 1H2) could be especially tall grown and considered 15 meters high; all others 12 meters high.



TRUE LINE OF SIGHT CHART



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FORTS IN ALESIA

by Tom Hazlett

The key to Roman defense in *CAESAR ALESIA* is the use of forts. A Roman player cannot win the game solely by good initial placement, but bad placement can lose it. A fort has several functions, and while the following list may not be all inclusive, it should be kept in mind when placing them.

1. *To increase mobility; primarily by bridging streams but also by connecting ramparts where possible.* One major advantage the Romans have is their ability to shift troops rapidly from one area to another. Failure to bridge certain streams can cause fatal delays. Other forts, connecting unconnected ramparts, can save a movement factor, which, while not a crucial element, should certainly be considered during initial placement.

2. *To strengthen a weak spot in the line.* Certain areas because of terrain and rampart configurations are naturally more inviting routes for a Gallic assault. The doubled position and defensive fire provided by a fort can add the needed strength to a position.

3. *To provide a rallying point for a defensive line.* Once the Gauls have occupied the outer ramparts there is often no defensive terrain to fall back on. A strategically placed fort two or three hexes from the front can provide an anchor for the new defensive line.

4. *To prevent a rampart defense from being "rolled up" from attacks down the wall.* Once the Gauls occupy a rampart hex they can use it to eliminate the defensive bonus of the adjacent hex and walk right down the wall. This use of forts is most important on the connecting walls in zone V although it has some importance elsewhere.

5. *To provide defensive fire.* Of course all forts should fire whenever possible. In order to maximize the effectiveness of their fires, forts should be placed a square or two behind the ramparts. This placement ensures they will not be overrun early and will be able to continue firing even after the Gauls have cleared the ramparts.

6. *To provide a "circle of fire".* Vercingetorix cannot enter artillery range. The presence of this field of fire may prevent an escape even when there is a hole otherwise. This is another reason to place forts behind the front, thus limiting Gallic opportunities to destroy them. Three cohorts (15 factors) in a fort are very difficult to get a 3-1 against. Even that only gives a 50% chance of capture. The more probable 2-1 has only a 1/6 chance. A delay of a turn or two while the Gauls capture a fort could prove fatal to their cause.

Obviously not all forts can fill all functions and the distinction between functions may be slight. Nevertheless I feel they should be considered, and I shall attempt to illustrate what is meant by giving specific examples of placement, area by area. I do not pretend to be the ultimate authority on this matter. No doubt many of you have your own ideas and I hope you will submit them to the *GENERAL*. I offer the following as a basis for discussion.

fort # 1 — K15	9 — TT40	17 — LL62
2 — P15	10 — UU46	18 — HH61
3 — P18	11 — MM45	19 — CC58
4 — W17	12 — UU52	20 — X52
5 — BB18	13 — TT57	21 — U47
6 — GG22	14 — TT62	22 — Q41
7 — MM29	15 — OO60	23 — M35
8 — QQ36	16 — RR63	

The Mt. Rea area may be the most indefensible part of the Roman line as the ramparts and outer works do not extend all the way around the perimeter. The hilltops are somewhat defensible but

there is a gap at D10. The line is within reach of the board edge enabling a devastating surprise attack that is especially appealing to the Gauls because they don't have to worry about the outer works. The hill covers too much territory to be defended in strength, so the Gauls will likely drive the Romans out of their initial position quickly. Thus the Romans will need a strong position on which to fall back. Retreating to row 18 and the creek gives up too much territory and jeopardizes the bridge at P18. Placing fort #1 at K15 provides an anchor for a new line along the ramparts at row 15. Care should be taken so that the Gauls don't take advantage of its lack of zone of control and slip past it along row 16.

Forts 2 and 3 provide necessary bridges. Fort 2 connects the main rampart system, while #3 makes reinforcement of Mt. Rea much easier. Both forts provide much needed firepower as this area is highly vulnerable because of the lack of sufficient space for a defense in depth. This lack of depth is even more apparent in zone II. The outer camp should be garrisoned; no ground should ever be given away, but the main wall should be defended strongly, as a penetration of even a few hexes can cause havoc. Forts 4 & 5 are placed in this area to provide defensive firepower and limit the extent of any initial breakthrough, allowing time for a vigorous counterattack.

Fort #6 performs a similar function, also preventing a roll-up from the camp rampart and extending the circle of fire.

Zone I is slightly less dangerous than II and III. While there is not a whole lot more room within the Roman lines, the Roman player can see any attack coming at least one turn in advance. The Romans may want to put at least a token defense behind the Brenne to make the Gauls fight for it. The same holds true for the camp, although its configuration prevents an efficient defense. Fort #7 provides firepower at this potential weakpoint, although it also has an important function in extending the circle of fire.

Zones IX and X are often the scene of a massive Gallic assault. The defensive lines here are generally good. The main danger is being overwhelmed by numbers. Forts 9, 13, and 14 are stationed behind gaps in the ramparts; 9 and 14 also provide a minor benefit in connecting ramparts. Fort 10 occupies a key rampart junction, and 12 makes possible the use of part of the camp as a doubled position. All four forts extend the circle of fire and are strategically located to provide defensive support.

As KK40-46 is the only Roman line the Alesia force can reach in one turn, this portion of the line should always have a garrison. In addition fort #11 is very valuable in repelling an attack in this area. This is the only fort I place specifically to stop the Alesia force and it has served me well many times.

Forts 15 and 16 provide bridges, and some players may question the need for both of them. It has been my experience that both of them are necessary to quick communication, both lateral and interior/exterior. The inside and outside ramparts are sufficiently far apart that one bridge cannot serve them both without costing several movement factors in a detour. The firepower of both these forts will not be wasted, as the area around this creek is often the scene of fierce fighting. Fort 15 is located to give an extra hex of depth to the defense and also to enable the Roman cavalry to dash out and harass the Gauls.

The area between the two creeks (lying in zones VII & VIII) is one of the most favored routes of Gallic attack because there is no creek to hinder the

movement of the Alesia force. The defensive walls in this area are strong, but they are not far apart. The Romans have trouble establishing a second line and stopping a link-up of Gauls once the front lines have been breached. Forts 17 and 18 are invaluable to the Roman defense if an attack comes in this area. They provide much needed defensive support and are an anchor for a second defensive line. The presence of these forts has saved me on more than one occasion.

Fort 19 also contributes to the defense in this vital area, but, more importantly, connects three ramparts and provides a bridge. This is an extremely important bridge and is more vulnerable than most, as it is closer to the front line. It should always be strongly defended as the loss of mobility caused by its removal will likely be fatal to the Roman defensive effort.

Fort 20 is located near one of the spots where the creek is adjacent to the interior ramparts, enabling the Alesia force to more easily threaten the Roman line. Its main purpose, however, is to extend the circle of fire.

Fort 21 provides a back-up to the easily cut rampart bridge, and, along with fort 22 extends the circle of fire.

All three forts also provide defensive support against an assault in this section of the board. I admit to never having seen a concentrated attack in this area, but I feel that these forts would be extremely important in defending against such an assault, as there is a lack of suitable secondary defensive terrain. Nevertheless, these forts are probably the least important of the 23 mentioned here, and 20 and 22 in particular should be the first candidates for any contemplated relocation.

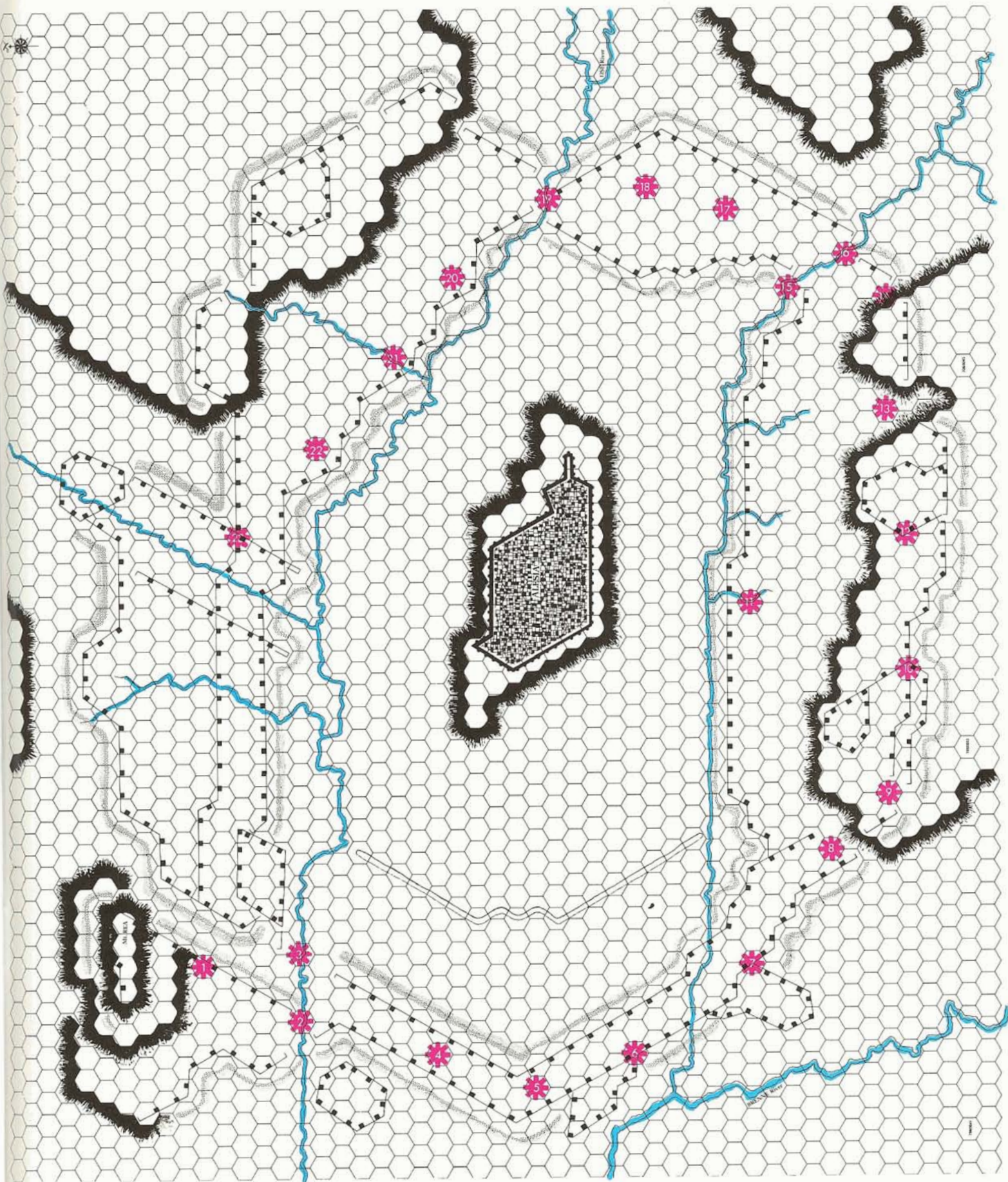
Zones IV and V are generally easily defended, with four separate defensive lines—three ramparts and one creek. The Gauls do have one tempting attack route, avoiding the outer works by overrunning the camp in zone V and attacking down the connecting ramparts. Fort 23 is designed to stop such an attack, occupying a rampart intersection. It is also the last point in the circle of fire.

Having given the location of each fort, a few words of general explanation may be in order. The consideration of keeping an unbroken circle of fire has been mentioned often, but I do not feel it is overemphasized. I have mentioned earlier how difficult it can be to capture a fort with a 15 factor garrison. Of course every fort cannot be garrisoned so strongly, but every fort will not be near the focal point of the attack.

The Gauls, as mentioned in another article, are under severe time pressure, and if taking a fort costs them even one turn, it could be the difference between winning and losing. This placement ensures that the Gauls will have to take at least one fort if Vercingetorix is to try to escape anywhere but through easily defended zones IV and V.

I have not concentrated forts in the southwest half of the board to more easily repel a first day assault. Such a placement would only discourage such an assault, which I believe the Romans should encourage as it makes an attack in the northeast corner unlikely, thus easing the task of overall defense.

The above placement assumes that the Romans will conduct an aggressive, counterattacking defense, and with some modifications, usually based on the known tendencies of the opposition, has proved successful. It is not, however, the only good placement; each player must experiment to develop the placement that works best for him.



FEUDAL: A NEW APPROACH

By Mike Chiappinelli



Both rival kings have secretly deployed their forces. King Ethelred the Great's army is committed to the attack—the siege of the enemy's castle and the slaying of his royalty. Victory must be complete or nothing will have been gained. Seemingly endless ranks of footsoldiers aligned in battle array await the King's signal to advance, while the Crown Prince prepares to lead the charge of his armor-clad, mounted knights. The opposing army has pledged to defend its King, Aelfric the Barbaric, to the last man as it lies in wait on its home soil to thwart the enemy's plans for conquest. Both armies are evenly matched and only the cunning and skill with which the two kings execute their strategies will determine the outcome of the battle.

It is with regard to this last point that FEUDAL is somewhat disappointing for the true wargamer. Despite several strong points—1) secret, simultaneous deployment, 2) high playability, and 3) a high play balance—FEUDAL's overall value as a conventional wargame suffers from its lack of adequate combat resolution and movement systems.

The game's present combat resolution and movement rules are similar to those of chess. An attacking piece automatically eliminates a defender by simply moving into the same space, thus, equalizing the combat value of all the playing pieces. The movement capabilities allotted to the playing pieces are, for the most part, very large. For example, a mounted knight, who moves similar to a queen in chess, could conceivably travel the entire length of the board (24 spaces) and eliminate the defender whose space he landed on. However, unlike chess, you are allowed to move all your men which results in large changes in positioning without the slightest opportunity for your opponent to react. These large movement capabilities also eliminate any surprise which the attacker might have attained in the original secret deployment of forces. The defender can easily compensate for any numerical superiority the attacker may have achieved in one area. The result is that the combat resolution and movement systems tend to make FEUDAL more a game of attrition rather than a test of strategic skill like chess.

Yet, FEUDAL could be made a more skill-oriented and, thus, a more exciting, game if redesigned along the lines of other traditional wargames. With this in mind, I have devised a new set of rules dealing with combat resolution and movement which still preserve the game's existing strongpoints. Basically, the new movement rules reduce the large movement capabilities of the playing pieces and eliminate the similarities to movement in chess. The combat rules introduce varying combat factors for the different pieces along with a Combat Results Table based on odds and the uncertainty of a die roll.

Note: The following rules deal only with changes in the original rules. Unless otherwise noted, assume that all original rules are still in effect.

SETUP

For two players:

1) The player with the highest die roll has choice of being either the attacker or the defender. Attacker still moves first and defender still positions the board.

2) The defender cannot place any of his playing pieces (hereafter referred to as "men") adjacent to the divider screen.

For four players:

1) The board is first divided into four kingdoms.

2) The player with the highest die roll has first choice of one of the kingdoms, followed by the player with the second highest die roll choosing next, etc., until each of the four players has a kingdom.

3) The die is rolled again. The player with the highest die roll moves first with play rotating clockwise.

4) No player may place any men adjacent to the divider screens bordering his kingdom.

5) An opponent is defeated when all his royalty has been slain or his castle has been captured. If his castle is captured, then remove all remaining royalty from the board.

6) The capture of an opponent's castle does not remove it from the board. The capturing player still receives command of any survivors of his defeated opponent's army on his next turn for the remainder of the game, regardless of whether the castle is captured again by another player.

MOVEMENT

1) All men may be positioned in, and enter, both the castle (walled) and the castle green (unwalled).

2) Any man moving onto the castle green during his turn must stop and wait until his next turn before leaving. Note: The castle may only be entered or left from the castle green.

3) During his turn, a player may move any, all, or none of his men.

4) No movement is allowed through friendly units. Also, no man may begin and end his turn in the same space if he has moved in that turn.

5) All mounted men may move up to four spaces/turn in any combination of directions. Note: Mounted men are not allowed in mountains or rough terrain as stated in the original rules.

6) All footmen may move up to two spaces in any combination of directions. There is no penalty for movement in rough terrain. Note: Footmen are not allowed in mountains.

7) A man must stop moving when he enters an enemy zone of control.

ZONE OF CONTROL (ZOC)

The ZOC of a man is defined as the 8 adjacent spaces surrounding that man. Exception: The ZOC of the castle is only the castle green space, allowing men to move freely in all other adjacent spaces to the castle. However, the ZOC of the castle green still consists of all 8 spaces surrounding it, including the castle space.

COMBAT

The following combat factors are assigned to each man:

King	4
Prince, Duke	5
Knights	4
Sergeants	3
Pikemen	2
Archers	4
Squires	1

Each playing piece has now been abstracted from representing only one man to representing an entire unit of soldiers. For example, the combat factor of the King is a measure of the combat effectiveness of the King and his personal bodyguard. Similarly, the Archer now represents a unit of footmen supported by archers.

1) Combat occurs when a man enters an enemy ZOC.

2) All combat is predesignated and resolved after all movement has taken place. Thus, a defending man could only be attacked once/turn.

COMBAT RESULTS TABLE (CRT)

ODDS

Die Roll	1-6	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	Die Roll
1	AB2	AB2	AB1	AB1	DB1	DX	DX	DX	DX	DX	DX	1
2	AX	AB2	AB2	AB2	EX	EX	EX	DX	DX	DX	DX	2
3	AX	AX	AB2	AB2	AB1	DB1	DB2	EX	DX	DX	DX	3
4	AX	AX	AX	AB2	AB2	AB1	DB1	DB2	EX	DX	DX	4
5	AX	AX	AX	AX	AB2	AX	AB1	DB2	DB2	DB2	DX	5
6	AX	AX	AX	AX	AX	—	AX	DB1	DB1	DB2	DB2	6
7	AX	AX	AX	AX	AX	—	—	—	—	DB1	DB2	7

EXPLANATION OF CRT

1) — = No Effect.

2) DX = Defender Eliminated. Remove defender from board. Attacker may advance into defender's space.

3) AX = Attacker Eliminated. Remove attacker from board.

4) EX = Exchange. Remove from the board the weaker of the two forces in battle and units at least equal in strength from the greater force. Note: The relative strengths of units are determined from their combat factors.

5) DB1, DB2 = Defender must retreat the indicated

number of spaces. The route of retreat is determined by the attacker. Units whose only retreat is off the board, into forbidden terrain, into enemy ZOCs, through friendly units, or in violation of the movement rules concerning the castle green are eliminated. The attacker cannot choose a route which would result in destruction if an unblocked route is available.

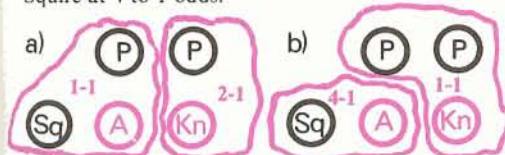
6) AB1, AB2 = Attacker must retreat the indicated number of spaces. Attacker determines his own route of retreat and is subject to elimination under the same conditions stated for a retreating defender.

3) Combat may be resolved in any order the attacker chooses.

4) Combat is resolved by first totalling the combat factors of the attacker and comparing them to the combat factors of the defender in order to obtain the odds of the battle. For example, a Knight (4) attacking a Pikeman (2) would result in odds of 4 to 2, or 2 to 1. Odds are always rounded down in favor of the defender. For example, a Prince (5) attacking a Knight (4) would result in odds of 5 to 4, or 1 to 1. Once the odds have been determined, the result of the battle is obtained by rolling the die once and referring to the Combat Results Table.

5) The attacker may divide combat in any manner he wishes so long as he attacks all units in his ZOC. For example, in the following diagram, combat could be divided in two ways:

- a) The Knight could attack the Pikeman at 2 to 1 odds, while the Archer attacks both the Squire and the other Pikeman together at 1 to 1 odds; or,
- b) The Knight could attack both Pikemen together at 1 to 1 odds, while the Archer attacks the Squire at 4 to 1 odds.



6) Men which find themselves in an enemy ZOC at the beginning of their turn may do any one of the following:

- a) Remain where they are and attack after all other movement has been completed.
- b) Move out of that ZOC space into spaces free of enemy ZOCs.
- c) Withdraw from that enemy's ZOC and then re-enter that same enemy's ZOC at a different space, resulting in combat.
- d) Withdraw from that enemy's ZOC and enter a different enemy's ZOC and attack.

SPECIAL COMBAT RULES

- 1) A man in the castle can only be attacked by a man in the castle green, in accordance with ZOC rules.
- 2) Mounted men may *not* attack footmen in rough terrain and are, therefore, not allowed in the ZOCs of these footmen.
- 3) Add 1 to the die roll of all attacks made against *footmen* defending in either the castle or the castle green.
- 4) Odds less than 1-6 are not allowed. Odds greater than 6-1 result in automatic destruction of the defender.

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WAR AT SEA *Continued from Pg. 24*

18.6 During the rendezvous segments of the task force reorganization phase, unengaged friendly task forces may attempt to consolidate into larger task forces.

18.61 On his own rendezvous segment a player may designate for any of his unengaged task forces a second unengaged task force with which the first task force will attempt to rendezvous. No task force may attempt to rendezvous with another task force which is itself attempting a rendezvous.

18.62 The success of each rendezvous attempt is determined by a speed roll. If the die roll is less than the speed of the task force attempting the rendezvous, then the separate task forces are merged into one. Otherwise, the task forces remain separate.

19. OPTIONAL PLAY BALANCE RULES—

19.4 The Axis player receives an additional TWO POC at the end of the game if no Allied convoy successfully arrived at Russia during the entire game.



NEW SQUAD LEADER BOARDS

Although production of the *SQUAD LEADER* gamettes has lagged behind schedule we do have three additional boards completed which will be used in future gamettes. Those SL/COI enthusiasts who can't wait for additional terrain can purchase these boards separately from our Mail Order Dept. for \$2.00 each plus the usual postage charges for parts orders (10% of the dollar amount for American, 20% for Canadian, and 30% for overseas customers). The boards can be ordered under the title *SQUAD LEADER* boards 6, 7 or 8. Board 6 is scheduled for use in the next gamette in the series, *CRESCENDO OF DOOM*, and features a large French chalet surrounded by broad expanses of orchard—a new terrain feature. Boards 7 and 8 feature wide rivers (an average of five hexes across) with accompanying marshland and urban settings.

The boards will not come with any directions pertaining to the new terrain types nor will any questions pertaining to them be answered. The boards are being offered strictly on a "as they are" basis for those individuals who can't wait to add new terrain to their *SL* gaming and don't mind making up their own rules as they go along.



BINDERS

These binders are ruggedly constructed in attractive red leather finish vinyl, with gold embossed logos of the *THE GENERAL* and the Avalon Hill Game Company located on the front and spine. Each binder measures 9" x 12" x 1 1/4" and holds twelve (12) copies of *THE GENERAL*. Spring-steel retaining wires hold the issues firmly in place, yet your magazines are not damaged in any way, and can easily be removed from the binder at your desire. The binders are available from Avalon Hill for \$5 plus 75¢ postage. Maryland residents please add 5% state sales tax.

FACTORY OUTLET

Whenever in the Baltimore area feel free to drop in at our Factory Outlet store located in our design offices at 900 St. Paul and 20 E. Reed St. This store is the world's only retail outlet featuring a complete selection of Avalon Hill games, parts, magazines and accessories. Pay by cash or check or bring your credit card, and if visiting on Saturdays feel free to stay and attend a gaming session with Interest Group Baltimore and get involved with whatever playtesting happens to be going down. Or just drop by and play or talk the games of your choice on Saturday with any of the locals and enjoy the competition.

Hours: AH Factory Outlet—Tuesday thru Saturday; 9 A.M. to 5 P.M.
 IGB Playtesting—Saturday; 10 A.M. to 5 P.M.

THE GAMER'S GUIDE TO DIPLOMACY

THE GAMER'S GUIDE TO DIPLOMACY is a 36-page illustrated booklet containing all sorts of valuable information for *DIPLOMACY* buffs of all levels from beginner to expert. Written by Rod Walker, one of the best-known writers on the game today, the *GAMER'S GUIDE TO DIPLOMACY* covers in detail almost every facet of this "game" that has become an obsession for thousands of "players" worldwide.

The *GUIDE* is divided into eight sections. In the Introduction, Mr. Walker discusses the development of the game, its uncommon nature where some vices become virtues, and where ethics become, in some cases, a definite liability, playing objectives, country selection, and more.

In Section II, "Elements of the Game," you will read about such things as communications, alliance and treachery, aggression and defense, cheating, stalemates, convoyed attacks, and receive some tactical hints for better play.

The third section of the *GUIDE* presents a detailed study of the board, styles of play, and choice opening moves and game strategies for each of the seven Powers in *DIPLOMACY*. There are also several revealing charts showing the relative successes and failures of all of the Powers over the course of 803 recorded games.

Section IV presents a sample game, with commentary by the author and an analysis of the diplomacy and tactics of each of the seven players involved. The commentary is accompanied by several easy-to-read maps so you can go right along with the progress of the game.

The fifth section of the *GUIDE* concerns itself with postal *DIPLOMACY*, where you'll find a little history, descriptions of the various ratings systems used, and a few suggestions on how you can get involved in this exciting segment of the game.

Section VI is devoted to variants, with a full description of each of several of the better-known variants, including "Napoleonic" *DIPLOMACY*, "Bid" *DIPLOMACY*, "The Great War", and "Twin-Earths" *DIPLOMACY*. There are also complete rules for the original 1958 version of the game, and as a bonus the back cover of the *GUIDE* is a reproduction of the original map, for those readers who wish to play the first *DIPLOMACY*.

Section VII deals with clubs and tournaments, an area that the author feels is growing in importance as the ever-increasing rise in postal rates increases the attraction of face-to-face *DIPLOMACY* play.

The final section, entitled "Questions and Answers", attempts to deal with the most common (and several most uncommon) questions that may arise. As the author says, "they include some which are frequently asked as well as some that were asked only once and were debated at length afterwards."

For anyone with even the most casual involvement in this highly demanding game, *THE GAMER'S GUIDE TO DIPLOMACY* is an absolute must, and well worth the mere \$3.00 plus 50¢ postage that it costs. Send your check or money order made payable to: The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. Maryland residents please add 5% state sales tax.



A.H. Philosophy . . . Continued from Pg. 2, Col. 3

would not be allowed to tie down a major press necessitating several runs through a smaller press for each color used. This is both more expensive and very time consuming—and I shouldn't have to tell readers about our legendary problems with getting the magazine done on time. Finally, there simply was no room to print such counters without doubling the size of the insert—a measure I was unwilling to take given my estimate of the percentage of the readers who would actually use paper counters.

Raised the price of the magazine? While it is true that the cover price increased, subscriptions (past, present, or future) were not affected in any manner. Assuming you are a subscriber you receive the magazine for the same price as before. The increase affects only those dealers who buy in bulk quantities at a substantial discount. Most readers avail themselves of the two year subscription rate which means they're paying only \$1.00 for a full color, 36 pp magazine plus inserts crammed full of as much material as we can manage. How many other gaming publications give you equal value for the dollar?

“ . . . you left out the counters on purpose so that we would have to buy them from you at your profit.” I can't begin to tell you the riches we've gathered catering to the variant counter market! Consider, if you will, that not all of our readers will have the game in question. Of those who do, many will not be interested enough in it to actually play it, and even fewer will take the time to order the counters from us. This means that I usually print a grand total of 1,000 such counters. Compare this to our usual minimum print run of 30,000 copies for any item and just imagine the economies of scale we enjoy with these small runs! For starters, we tie up our camera room, presses, laminating machines and die-cutters for almost as much time as it takes to run 30,000 copies of a major game component. Regardless of the size of the run, the equipment “set-up” time remains essentially the same. Presses have to be cleaned after each use and the electric eye of the laminator painstakingly “locked” into position through trial and error for each job. A die-cutter or laminator will sometimes chew up hundreds of rejects before it is correctly locked into place. The die alone costs in excess of \$300. In addition, we get to add another part to our standing inventory of over 1,000 separate game parts. By the time we've deducted postage, handling, and the usual miscellaneous costs we're making a veritable fortune! If the auditors ever figure out how much we lose on these variant offers, I'll probably have my head handed to me on a platter. Why do it at all then? Hopefully, it increases the enjoyment many of you derive from the magazine without adding to the price of the publication for others.

“This statement is a little too naive.” It always amazes me how someone from Podun-que, or San Diego for that matter, knows more about my business than I do. I didn't know Anthony was getting mail from our readers telling him about their interests. I know I have and a lot of that mail describes people isolated from the wargaming hobby at large, but thoroughly enjoying their three or five or whatever number of AH games. And unless I've been dreaming several of those letters have related their disappointment in having traveled a great distance to a game convention in hopes of playing in a tournament of their favorite game,

only to find out that none exists. Am I being naive for believing these letters or is Mr. Koroly for believing that all our readers share his degree of involvement in our hobby? While I agree with Anthony that a great many of our readers are into the mainstream of the wargaming hobby and are enthusiastic supporters of a number of game companies, the plain truth of the matter is that this is not a universal trait of our readership—nor necessarily a dominant one. *THE GENERAL* exists to serve the interests of A.H. game enthusiasts and is not a spokesman for the entire simulation gaming hobby—but rather a periodical for a specific segment of that hobby. Other magazines exist to survey the hobby as a whole and do it very well, but in these pages we will confine ourselves primarily to the interests of the A.H. enthusiast.

I hope this answers all the important charges in Anthony's letter. It is not often we can answer complaints at such length, but when the chance presents itself to “go public” and answer others' unspoken doubts I often leap at the chance. I guess it's because I'd like to have a *love affair* with my readers—well, some of them anyway. Speaking of which, I guess the following constitutes a romance gone sour.

Gentlemen:

I have been a subscriber to *THE GENERAL* since Vol. 1, No. 1. I am an Elite Club member and have purchased over forty of your games. Innovations in your magazine's format have usually had my support. However, I must now add my voice to the growing chorus of critics that are dissatisfied with your policy of devoting a large portion of the magazine to articles on just one featured game.

For example, the last issue I received (volume 15, number 3) devoted 19 out of 34 pages of print (or 56%) to a new release called *CRETE*. If a reader does not own the game featured, half the magazine, which he has anxiously awaited for two months, is of no interest to him. An extremely aggravating circumstance.

You must realize that as titles proliferate, few gamers can be expected to own and be interested in every game you publish. One must pick and choose new additions to a collection as it becomes increasingly difficult to keep up with “the state of the art”. Wouldn't a “shotgun policy” be more effective? In other words, a policy of including articles on as many different games as possible in one issue.

It is also a continuing aggravation to have September-October issues arriving in December. I would think after two years you could get back on schedule.

In addition, in Vol. 15, No. 3, the postage coupon was on the back of the map for the *WAR AT SEA* variant and no variant counters were included! Now, I don't expect a free game in every issue (if I did I could subscribe to the competition), but why present a variant map without counters. That's what I call a tease!

Thanks for listening.

Tom Spirito
Smithtown, NY

Advocates of the “shotgun” approach (i.e. more and shorter articles on a wide variety of games) have been among the most vocal critics of the magazine in recent years, and not entirely without good reason as so aptly cited by Mr. Spirito. There is, however, the inevitable other side of the coin. I, like Tom, am among the few readers who can boast a complete collection of *GENERALs* from Vol. 1, No. 1 to the present. During those first ten years which included my rookie season at the helm of the magazine, the “shotgun” approach was the only one used in the *GENERAL*. During that time the circulation of the magazine remained low and even showed signs of decline. Since I started the current

feature policy five years ago the magazine has shown a 600% increase in circulation. Circumstantial or otherwise, such imposing figures lead me to suspect we're pleasing more people than we're turning off. Secondly, there is also the more pedantic and oft repeated reasoning that we simply do not have enough *quality* material to fill the magazine with a variety of smaller length articles. Your premise that the larger features rob the reader of a more varied format is simply not true—were it not for the major articles we would be unable to fill the magazine without resorting to low quality tripe and thus would actually have to reduce the size of the publication or fill it with non-pertinent illustrations for the sake of using up space. Lastly, I agree with your premise that the proliferation of new titles forces the gamer “to pick and choose new additions” with increasing care to insure that he is getting a title best suited to his preferences which will do justice to his limited playing time. That is why I favor the current policy of major emphasis on features. The prospective buyer gets a chance to evaluate the game in question from a variety of viewpoints and in far more detail than any ad can convey—and often within a year of its initial release.

As to the constant lateness of delivery I must plead guilty. Despite my best efforts to make progress against the clock, there will probably be very little improvement in that regard until a full time editor is appointed who need not hassle with game design, prototype evaluations, and a host of other duties.

The *WAR AT SEA* variant counters were mentioned in the prelude as being available from our Parts Dept. in mounted, die-cut format along with the *CRETE/MALTA* variant counters. Those who didn't want to purchase these items could easily make their own from the information provided. As to the postage coupon, I believe the earlier adage about “cake” applies.

But buck up! All is not for naught. All the world loves a survey and far be it from me to ignore the pleas of the majority. So here's your chance to make some changes. Answer the following questions with a simple Yes/No using the answer form in this issue's insert. The result will call the tune but *you* had best be ready to play the fiddler.

SURVEY

1. I favor the printing of two-color variant counters on a special insert suitable for cut and paste-up even if it means I have to pay more for my subscription.
2. I favor the current policy of full color, mounted, die-cut variant counters for sale separately.
3. I favor the current major feature policy providing the lead article does not exceed half the magazine as opposed to a “shotgun” approach of more and shorter articles of lesser quality.



Dear Readers,

A number of you have justifiably taken me to task for the publication of Stuart Smart's article: *CORRECT THIRD REICH* in Vol. 15, No. 2. While helpful in many areas his tendency to embroider the game's existing rules to suit his own interests irked many of you who were upset with the "official" label they received. Apparently my warning that the opponent must agree beforehand was lost in the translation and what I had intended to be a clarifying rules variant with greater detail for advanced players came across too strongly as an actual approved change to the rules. Those who dislike straying from the printed rules should consider the following parts of Mr. Smart's article as suggested variants—not AH endorsed rule changes.

2.4 The Gulf of Aqaba is *not* treated as a river hexside.

3.53 Leningrad and Moscow may change hands several times during the course of the game with a resulting gain/loss of BRPs as specifically stated in the 2nd edition rules.

3.57 This is one of Mr. Smart's variations.

4.3 Malta, as a fortress, does not require supply although Mr. Smart was quite correct in applying realism as his rationale for his variation.

4.4 The limitations on Bridgehead counters for neutrals, while quite worthwhile rules, are nonetheless a variation of Mr. Smart's. Similarly, the official AH interpretation of bridgehead removal is that the counter is removed when no longer occupied or required as a sole source of supply.

4.91 Mr. Smart's application is directly contrary to AH rules.

4.9251 The insertion of the "UNUSED" stipulation, while quite interesting, is strictly a product of Mr. Smart.

6.3 Airbase counters are not considered the equal of units and therefore not prohibited from stacking with opposing nationalities.

10.3 A player may not take away an ally's Objective without his permission.

THE EDITOR

★★★★★

Dear Mr. Greenwood:

I just bought a copy of *THE RUSSIAN CAMPAIGN* and I like it very much. I do have some suggestions regarding movement around the board edges, and the issue of having important strategic points off the board. I like the ideas of rail movement off the board and back on using imaginary connections and having worker units in Siberia. However, I share Mr. Hamblen's distaste for "having important strategic points off the board, where they are invulnerable to enemy action" (Design Analysis, *THE GENERAL*, Vol. 14, No. 1). Furthermore, I think that the board edges, especially the western one, are an effective shield for a player who is far behind, protecting cities every bit as important to the war effort as many of the ones shown on the board. Since I have always wanted the best of both worlds, I propose the following optional rules:

Allow the Germans to exit units off the east (not south, there is enough oil on the board already; there wasn't much else down there, and it would make the south much too important) edge of the board, and allow the Russians to move units off the west edge. They may never return to the board. They must be supplied by a friendly rail line leading from the board edge to a friendly city, and are eliminated for lack of supply like other units. Replacements and/or reinforcements due that turn must be used first. (They are in position to stop the threat, units chasing behind aren't). After the two forces have been matched, all the units are placed in the replacement pool. For each turn the defender fails to withdraw sufficient forces the attacker may choose one city to be considered under his control for satisfying campaign and/or sudden death victory conditions. The choice of city can be made anytime (except right after revelation of sudden death victory condition selections) and cannot be lost. Alternatively the German can choose to eliminate one Siberian worker unit. The same exited force may take one city or worker per turn until matched or eliminated for lack of supply. Regardless of the defenders response, he cannot use off board rail movement if enemy units start the turn off a home board edge.

These optional rules will not change the outcome of most games, but will make it much harder for a side that is way behind to eke out an undeserved draw. Holding Bucharest should not

Letters to the Editor ...

compensate for losing Leipzig, Hamburg, Cologne & Frankfurt which are all only one turn's movement from the board edge.

Jim Eliason
Cambridge, MA

★★★★★

Dear Sirs,

I was greatly pleased by the variants printed in Vol. 15, No. 3 but with my recent purchase of the *WAR AT SEA* variant counters, I realized that the counter sheet contained ships for variants that I have been unable to obtain rules for. The best example are the counters utilizing the French Navy. I began subscribing to *THE GENERAL* with Volume 14, Number 4 which contained the Victory at Sea variant. Any *WAR AT SEA* variant published since then has not escaped my notice but I am at a total loss as to the uses of the French Navy and the Tiger and Torch convoys. I only wish that you included instructions with your most recent variant counter sheet so others like myself who cannot obtain the older *GENERAL* issues, will not be at a loss when it comes to the counter sheet.

Wally Wang
Franklin, MI

It was not possible for us to reprint the three articles which preceded Sean Canfield's Russian Navy WAR AT SEA variant but we thought long-time subscribers would appreciate their incorporation on the counter sheet as an added bonus. Strictly as a customer service, however, we will offer xerox copies of the 4 page WAR AT SEA variant article in sold out Vol. 13, No. 3 for a \$2.00 fee and a stamped, self-addressed envelope. Address your request to the Customer Service Dept.; ATTN: Ron La Porte.

★★★★★

Dear Sirs,

While reading the Design Analysis column in Vol. 14, No. 5, I came across a paragraph in which John Hill defended a section in the rules stating, more or less, that artillery was ineffective against barbed wire obstacles. He gave as an example the battle of the Somme and then he asked for an explanation of the failure of the six day bombardment at the Somme. This letter is intended to answer that question.

The following is an excerpt from the book *Vimy!* by Herbert Fairlie Wood.

"The big gunner breakthrough on which so much depended was the 106 fuse. With it, shells could cut wire. This achievement was not without its irony, for, in fact, the magic new fuse was a reversion to a more primitive method of detonation. In a word, the shell went off on impact. General Shrapnel's invention, which had revolutionized field artillery methods during the nineteenth century, depended on a time fuse which burst the shell over troops in the open, raining steel pellets down on them with devastating effect. Gunnery advances since had concentrated on perfecting the time fuse. Now it seemed obsolete; a device was needed to give maximum burst at the point of impact.

The 106 fuse had begun to appear during the Somme battles, and the more imaginative of the gunners had seen its possibilities.

The device, which guaranteed explosion in the wire instead of in the sky or beneath the earth, was a mushroom cap with an explosive behind it that speeded up the detonation. The 106 fuse was reserved for the heavy artillery with battering-ram tasks to perform. The wire on the Ridge would be cut by the 60-pounders and the 6-inch guns. The problem the Canadians faced was to get enough fuses. Gunners egged on the artillery staffs at the divisions and corps, the generals took a hand and raised the matter at conferences, and a movement was generated that finally produced results. By January 1917 the 106 fuse was coming along in ever-increasing quantity and the battle of the wire was in a fair way to be won." pp 81-82.

The fuse was very successful at Vimy Ridge and beyond, but it seems to have received very little publicity as it is almost amazing that John

Hill did not come across it in his research for *SQUAD LEADER*.

Pierre Frioud
Mill Bay, B.C.

★★★★★

Sir:

STALINGRAD remains one of your more enjoyable games. But the debate goes on concerning the "historical" replacement rate (4-6-8) vs. the "Balanced" replacement rate (4-5-6). I prefer playing "the real way." However, I see no reason for a well placed 2-3-6 to bring the entire weight of the German war machine to a standstill. This takes the advantages of blitzkrieg away from the Germans. They did have this advantage until 1942. Other games handle this well. Any piece surrounded at 5-1 or attacked at 7-1 loses all zones of control. Any other units may move through that zone unimpeded. It would be wise however, to limit this to normal movement, dictated by weather, and not to include railroad movement through or beyond the disputed territory. Rail movement should be allowed up to that point.

With the Germans achieving some breakthroughs they should be able to achieve the capture of a major city sooner. This in reality cuts the Russian replacement rate without reducing it below the "historical" rate.

The Russian is not forced to retreat to better defensive positions and to place reserves behind the lines to stop a German breakthrough. Forces placed behind the front are open to attack from forces advancing beyond the breakthrough point. "Breakthrough" units may participate in any battle as yet unresolved. They may attack other front line units from the rear or serve to cut off their line of retreat. They may not attack a unit already retreated or surviving units of an attack but they may join in an attack not yet "rolled." As "breakthrough" units have the initiative they may enter any enemy unit's zone of control (retreated or otherwise) but do not have to attack.

Under these rules you may see 450,000 Russians captured at Kiev or Smolensk. You may also see Leningrad attacked during the first winter. You may see an "historical" game.

Give the Russians their men and give the Germans their tactics.
Kenneth E. McGurn
Cuyahoga Falls, Ohio

Ed. Note: You may also see the Germans conquer the world! Anyone using these rules should boost the Russian replacement capacity to 6-8-10 to prevent a complete rout.

★★★★★

Dear Mr. Greenwood,

While attending a wargaming club some time ago, I received the rare chance to buy *1914*. I grabbed it at immediately, and now I own this much coveted game. I feel I got an excellent deal. Aside from getting *1914* in fairly good condition for only ten dollars, I was rather surprised to find that I enjoyed the game as well. Why was I surprised? One reason was the RBG Chart. *1914* has a constant position of third from last on that chart, which would obviously make one ask the question, "Do I really want this game?" Some of the ratings I found to be, in my eyes, ridiculous. For example, the ease of understanding column states that *1914* is the most difficult game to learn. As for myself, I can only say that I found *ANZIO* and *THIRD REICH* much more difficult. Of course, the rating may apply to the "simulation in detail" game, but there's no reason why one can't limit oneself to learning the standard and advanced games.

Again, on the excitement levels column, *1914* was rated last and again I found this to be a poor guideline. As of now, I have only played the game solitaire, and have found it to be quite exciting. Against an opponent it should be even better. Finally, the game length put the time spent playing *1914* at somewhere over nine hours. Again, this is only when you extend the game to the maximum length, and there's no reason why you can't confine yourself to the standard game length.

Paul Purman
Sykesville, MD

*One man's wine is another's hemlock. The RBG can't tell everyone whether they'll like a game or not—not everyone has the same taste. What the RBG does do is break a game down into ten component parts and allow the reader to see what the average response to that category is. Remember, the RBG deals in shades of gray—not black & white. Enthusiastic "1" ratings are diluted by unhappy "9's" to come up with a figure someplace in between. How high or low that figure is in the categories which mean the most to you should give you some idea of how strong the game is in the characteristics which you value. I also can find fault with the RBG—preferring *STALINGRAD* to many of the games above it. All that proves is that I, like you, have game prejudices not shared by the majority of our peers.*

★★★★★

Gentlemen:

I have reviewed *PANZER LEADER 1940* in the *GENERAL* and have found the following errata:

1. The Stuka's bomb load is 1100 lbs., not 11. Unit Composition Tables
1. A German Motorized Infantry Regiment should have 36 trucks, not 33. Unit Function Tables
1. The German PzJg 47 and the GW-I cannot overrun.
2. The Allied 105mm HOW has 117 men, not 152.

Counters

1. The armored cars Daimler (British) and Panhard (French) have wrong weapon types. The Daimler should be "I" instead of "H". The Panhard should be "H" instead of "I".

Ramiro Cruz
Houston, TX

★★★★★

Dear Donald,

A great many members of our club are in the AREA system and each is surprised to find that I am not a member, nor do I intend to join. I explain to each that "winning" a game or a number of games does not mean much to me. I feel, in a lot of the games I play, that luck makes the winner unpredictable. I play these games for fun. And I have found out you can have as much fun playing a beginner as playing an expert. (If you overlook the trouble it is to explain why the beginner cannot make the move he indicates, or explain which rule he seems to have forgotten).

I was very amused to see that the *Anzio* mapboard was voted the best ever. (Page 30, Reader Buyer's Guide, Vol. 12:#3). "There is no denying the validity of its best ever performance in the Mapboard category." I was under the impression that even Tom Oleson thought it a bit "overdone." Realistic—maybe; playable—yes; but best ever? I personally rate *3rd Reich* mapboard at best ever! In fact the *Anzio* mapboard gives me a small headache.

I assume I must be one of that vast "usually" silent majority who votes with his "wallet" for the simple playable games. I can only hope that *ANZIO* does not get back on the shelves to confuse the "first time" buyer. There is little doubt in my mind that it is for the "Hard Core" only.

I hope you don't get the wrong impression. But to me the more work a game involves the less I enjoy it. And some games are really not intended for PBM, so they gather dust in my "packed to capacity" closet. It is really difficult to believe I own more brand x games than AH games, since my cabinet has 7 AH games set up with PBM moves and only 2 non-AH games set up. But it is not so surprising when you consider AH makes games while others make puzzles.

Jerry Schott
Plantation, FL

I must disagree with your appraisal of ANZIO which has recently become one of my favorite games, certainly the only one I perpetually play by mail. Tom Oleson's devotion to the pursuit of the perfect game has led to yet a 3rd edition of the rules which in turn has prompted me to engage Rodger MacGowan for a new boxcover and another try on the retail shelves in the near future. As for THIRD REICH being the best mapboard ever I'd have to violently disagree—it has at least as many ambiguities as ANZIO if not more. SQUAD LEADER would get my vote for both the best looking and most accurate board.

READER BUYER'S GUIDE

TITLE FEUDAL
SUBJECT Chess-style Medieval War Game

FEUDAL is the 41st game to be rated in the RBG and it was a moot question whether it should have appeared at all. FEUDAL was originally a 3M game and came to Avalon Hill with the rest of the 3M adult game line which was purchased lock, stock, and barrel in 1976. As such, there is considerable debate over whether it should even be considered a wargame in the opinion of most wargamers. Designed for a more general audience than makes up our hobby, FEUDAL is actually more of a multi-player, increased realism chess variant than a simulation of combat. As such, it is not surprising that our wargame audience rated the game only 35th in a field of 41 and that it failed to best any Avalon Hill design of the past 10 years.

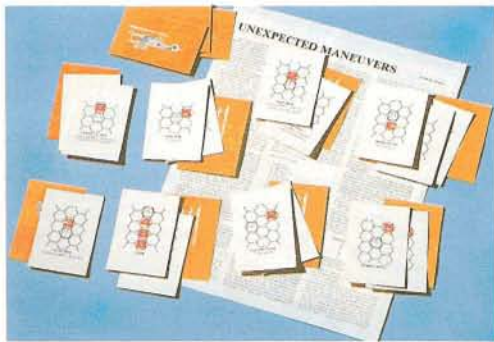
Nevertheless, the game did well sales-wise for 3M and continues to be one of the best sellers in the Avalon Hill Leisure Time division. This can be attributed largely to its more graphic and casual approach to the casual game player. Instead of the traditional wargame counters, FEUDAL utilizes attractive three dimensional plastic figures depicting knights, archers, men-at-arms, castles, etc. which are deployed on a plastic pegboard with a square grid. The game can be played by 2, 3, or 4 players—further increasing its potential as a family-type game.

The shortcomings of such abstract games to a wargamer dominated audience are amply demonstrated by the ratings where the game fares very

well in Ease of Understanding, Completeness of Rules, and Play Balance but fails badly with an abysmal Realism rating. The refreshing playing time of 1 1/4 hours is also a dead give-away of a general audience family-type game.

WHAT THE NUMBERS MEAN: Put simply, the results can be considered like this: Anything under 2.00 is pretty darn fantastic. Scores ranging from 2-3 are excellent while 3's must be considered good. 4 through 4.5 would be considered fair, with the upper half of the 4.5 combination considered poor. Anything rated higher than a 6 indicates a dire deficiency and should merit either immediate attempts at redesign or dropping from the line.

1. Physical Quality 3.18
2. Mapboard 4.33
3. Components 2.64
4. Ease of Understanding 2.28
5. Completeness of Rules 2.33
6. Play Balance 2.12
7. Realism 5.38
8. Excitement Level 3.58
9. Overall Value 3.38
10. Game Length 1 1/4 hour

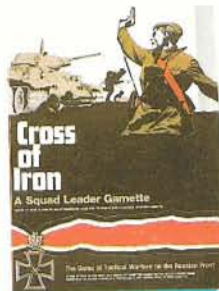


RICHTHOFEN'S MANEUVER CARDS

Vol. 14, No. 4 of the GENERAL printed a variant for RICHTHOFEN'S WAR which featured the use of a deck of 27 maneuver cards to augment the mechanical movement system and add a degree of uncertainty and excitement to the game. Not just a random luck element, use of the maneuver cards is dependent upon such factors as turning ability, attack position, and pilot skill. Using the maneuver cards one can more vividly execute the classic maneuvers of the day: Barrel

Roll, Falling Leaf, Flat Spin, Immelmann, Loop, Nose Dive, Side-Slip, Tight Circle, and Vertical Spin in an attempt (not always successful) to get on the enemy's tail, rather than just trade shots. This 27 card deck is professionally illustrated and printed and available from Avalon Hill with instruction sheet for \$2.00 plus usual postage and handling charges. Maryland residents please add 5% sales tax.

COMING UP NEXT TIME



THE QUESTION BOX

SUBMARINE:

Brief Synopsis of Play on back cover:

Phase 3 Change "35.0" to "(25.0)"

Phase 6 Change "32.5" to "(22.6)"

Phase 10 Change "(31.7)" to "(23.7)"

Changes to Data Cards:

Japan Surface Ship—Change *Yamato's* availability to Sp' 42.

American Surface Ship—Change all W'41 to W'42. Change *Edsall's* H to 2H for W'44 and all subsequent quarters.

External Tubes—Any submarine with external tubes can fire them only once. They cannot be reloaded. They are not included in the *Torpedo Tubes* section. **Night Visual Search Table**—Change "43-43" to "43-44".

On all cards—On all Advanced Surface Gunner Tables, change "Night Action" modifications to 0 for "Star Shell in hex"; to -1 for "S. Shell in Adjacent Hex"; to -2 for "Visual"; to -3 for "Radar No. Vis. Cont."

ARAB ISRAELI WARS:

Q. Using the SUPPLY rule, can a unit CAT attack at double or triple strength (so an Egyptian infantry unit with a CAT strength of 18 could attack with 54 points, using 3 attacks' ammunition)?

A. No! Whenever a unit fires using its CAT multiplier (either in a CAT attack or Opportunity Fire) it can fire with only one attack's worth of supply.

Q. Can H.M. (H) and G type attackers make direct fire attacks against "F" targets?

A. No! (as indicated on the WEC)

Q. Can "(H)" type air strikes be used for "DEST" or "INT" type attacks?

A. No

Q. Are "G" air strikes considered wire-guided (Opt. I.B)?

A. No

Q. Does a concealed, un-spotted wire-guided missile unit become "spotted" when it attacks (Opt. I.B)?

A. Yes

THIRD REICH:

Q. Is the limitation on axis forces in Africa also dropped if supply can be traced via Ukraine and Caucasus?

A. Yes.

Q. Can airbases be voluntarily destroyed?

A. No.

Q. May fleets change base within a front and sea escort in the same turn?

A. Yes—so long as the base change is done in the Movement Portion of the turn—not by SR.

Q. At what point in the turn must the East Front garrison commitment be honoured?

A. Beginning and end of every turn.

Q. Are the U.S. and Britain the only countries whose units may stack together?

A. Yes—except for lent Italians.

AVALON HILL RBG RATING CHART

The games are ranked by their cumulative scores which is an average of the 9 categories for each game. While it may be fairly argued that each category should not weigh equally against the others, we use it only as a generalization of overall rank. By breaking down a game's ratings into individual categories the gamer is able to discern for himself where the game is strong or weak in the qualities he values the most. Readers are reminded that the Game Length category is measured in multiples of ten minutes and that a rating of 18 would equal 3 hours.

	Cumulative	Physical Quality	Mapboard	Components	Ease of Understanding	Completeness of Rules	Play Balance	Realism	Excitement Level	Overall Value	Game Length
1. RUSSIAN CAMPAIGN	2.24	1.98	1.85	2.02	2.24	3.07	2.78	2.41	1.78	2.07	28.5
2. SQUAD LEADER	2.25	1.97	1.85	1.82	3.58	2.94	2.36	2.02	1.82	1.92	13.6
3. W.S. & I.M.	2.34	2.40	3.07	2.38	2.88	2.39	2.07	1.85	1.88	2.10	9.2
4. ANZIO	2.36	2.11	1.74	1.94	3.74	2.88	2.62	2.00	2.09	2.15	21.7
5. PANZER LEADER	2.50	2.41	2.17	2.34	3.65	2.60	2.67	2.19	2.34	2.20	13.1
6. RICHTHOFEN'S	2.52	2.28	2.62	2.12	2.63	2.94	2.60	2.66	2.39	2.45	6.0
7. CAESAR—ALEZIA	2.53	2.92	2.71	2.78	1.71	1.85	3.36	2.64	2.71	2.07	27.9
8. 1776	2.56	2.16	1.76	2.45	3.27	2.62	3.08	2.72	2.63	2.36	33.4
9. 3rd REICH	2.57	2.12	2.47	2.34	4.15	3.22	2.59	2.24	1.95	2.05	34.9
10. PANZERBLITZ	2.58	2.00	3.00	2.03	4.03	3.00	3.06	2.05	2.07	2.05	14.0
11. KINGMAKER	2.60	2.26	2.84	2.34	2.83	3.07	1.86	3.65	2.14	2.41	20.2
12. DIPLOMACY	2.60	2.35	2.26	3.13	1.87	2.39	2.09	4.57	2.30	2.43	32.6
13. CAESAR'S LEGIONS	2.64	2.32	2.36	2.31	2.14	2.23	3.73	3.05	2.86	2.73	13.5
14. SUBMARINE	2.65	2.58	3.48	2.42	2.90	2.87	2.55	2.38	2.22	2.47	12.1
15. STARSHIP TROOPERS	2.67	2.27	3.11	2.07	2.43	2.70	3.57	3.39	2.20	2.32	17.3
16. ARAB ISRAELI WARS	2.68	2.34	3.03	1.86	3.31	2.70	3.57	2.31	2.51	2.52	13.5
17. CHANCELLORSVILLE	2.68	2.62	2.57	2.45	2.26	2.52	3.43	3.07	2.55	2.64	18.8
18. VICTORY—PACIFIC	2.70	2.47	2.36	1.85	2.21	2.79	3.38	3.91	1.94	2.53	18.0
19. NAPOLEON	2.77	2.04	2.96	2.03	2.25	2.86	3.25	4.18	2.46	2.89	9.1
20. FRANCE 1940	2.82	1.75	2.05	1.85	3.30	3.25	4.05	3.00	3.40	2.75	16.0
21. JUTLAND	2.83	2.84	—	2.39	3.27	3.06	3.24	2.53	2.61	2.67	29.7
22. LUFTWAFFE	2.87	2.41	2.91	2.04	2.86	3.02	3.73	3.41	2.82	2.64	24.2
23. MIDWAY	2.88	2.75	3.12	2.56	2.78	2.90	3.66	3.08	2.37	2.73	15.7
24. AFRIKA KORPS	2.90	3.04	3.10	2.92	2.12	2.29	3.39	3.57	2.91	2.77	13.5
25. ALEXANDER	2.93	2.99	3.21	3.19	2.55	2.98	3.43	2.76	2.43	2.86	12.7
26. ORIGINS OF WW II	2.98	2.69	2.58	2.80	2.00	2.22	4.00	4.06	3.11	3.40	9.6
27. CRETE—MALTA	3.04	2.80	3.10	3.00	3.03	3.05	3.43	3.18	2.76	3.05	18.8
28. GETTYSBURG '77	3.04	2.52	2.48	2.50	4.32	3.79	3.07	2.46	3.02	3.21	27.6
29. D-DAY '77	3.07	3.72	4.54	3.69	2.19	1.94	3.00	3.19	2.94	2.44	20.2
30. BLITZKRIEG	3.09	3.39	3.28	3.30	3.14	2.89	2.25	3.67	2.81	3.05	24.0
31. TOBRUK	3.10	2.85	4.68	2.13	4.32	2.77	3.06	2.11	3.00	2.96	21.6
32. WATERLOO	3.18	3.29	3.27	3.11	2.01	3.11	3.27	4.32	3.21	3.01	16.2
33. WAR AT SEA	3.21	3.18	3.96	2.74	1.74	2.35	3.73	5.12	2.93	3.15	6.9
34. BULGE	3.21	2.93	2.80	3.31	3.08	3.40	3.63	4.11	2.81	2.95	20.0
35. FEUDAL	3.25	3.18	4.33	2.64	2.28	2.33	2.12	5.38	3.58	3.38	7.5
36. D-DAY '65	3.43	3.72	4.54	3.69	2.56	3.09	4.38	4.50	3.60	3.56	17.8
37. STALINGRAD	3.44	3.43	3.74	3.40	2.07	2.52	4.37	5.15	3.28	3.04	20.0
38. TACTICS II	3.51	3.43	4.30	3.59	1.45	2.18	2.32	5.57	4.59	4.20	11.6
39. 1914	3.87	3.18	3.40	3.26	5.46	4.32	3.86	1.95	5.48	3.86	55.0
40. GETTYSBURG '64	3.88	3.59	3.84	3.54	2.68	3.39	5.08	4.51	4.34	3.98	12.5
41. KRIEGSPIEL	4.04	3.77	4.20	3.85	2.13	2.94	2.93	6.09	5.20	5.29	9.8
AVERAGE	2.92	2.73	3.02	2.70	2.79	2.82	3.24	3.58	2.90	2.84	19.6

For the second issue in a row we polled a 3.44 rating with the readers as Vol. 15, No. 3 tied its predecessor. If nothing else, it at least proves our consistency as the last four issues have been rated within .07 of a point. Mark McLaughlin's lead article on *CRETE* took top honors in the individual article ratings based on 200 random samples. We're looking forward to seeing more of Mark's work in the future. The complete listing looked like this:

Creating a Paratrooper's Hell	324
Invasion of Malta	248
Another Look at Third Reich	154
Scenarios for Crete and Malta	133
Squad Leader Simultaneous Movement	91
War at Sea and the Russian Navy	87
Tournament (Strategic) Level Russian Campaign	65
Opponents Wanted Survey	59
Avalon Hill Philosophy	39

SQUAD LEADER enthusiasts anxious to get the jump on the next gamette in the series have been besieging us with requests for the latest information on *CRESCENDO OF DOOM*. Reports of its availability in January were greatly exaggerated and we don't expect to see it before June, so save your stamped, self-addressed envelopes till then as we won't have any information printed up until the game is actually finished. On the brighter side, however, we hope to be able to advertise the availability of both *MAGIC REALM* and *BISMARCK* in the next issue. Those who want to get an early jump on their competition and order them sight unseen may do so by sending us \$15 for *MAGIC REALM* and/or \$12 for *BISMARCK*. Please don't expect delivery before mid-March at the earliest.

It appears that *ORIGINS '79* has been moved back to its original June 22-24 date and will be held at Widener College in Chester, PA. Those wishing further information should write directly to the convention's official address: *ORIGINS '79*, P.O. Box 282, Radnor, PA 19087. We will attempt to provide as much detail about the convention as we can when we receive it, but we can not answer individual inquiries. We are not the sponsor and therefore must rely on others to provide us with the necessary information.

CITADEL WARGAMERS is a group based out of a Groton, CT hobby shop called *THE CITADEL*. Last year this group successfully sponsored a bus to *ORIGINS IV* in Ann Arbor, MI and plans to repeat the expedition to Philadelphia and *ORIGINS V* this year. Tentative plans call for a Friday morning departure and Sunday evening withdrawal with an anticipated fare in the \$18-\$22 range. Interested parties should contact: *THE CITADEL*, 171 Bridge St., Groton, CT 06340.

Being billed as the *FIRST BIG* Con of the season is a new offering called the *Tippecanoe Game Convention* in Lafayette, IN sponsored by none other than our own John Hill and the Purdue University Wargame Club. Among the promised attractions is our own Tom Shaw holding forth with *FOOTBALL STRATEGY* against all comers and Don Greenwood hosting a *CROSS OF IRON* tournament which should serve as a test run for the big doings in Philadelphia. The date is May 4th-6th. For additional information write: John Hill, P.O. Box 2071, W. Lafayette, IN 47906.

Infiltrator's Report

It's getting so you can't tell the players without a scorecard for watchers of the simulation gaming scene. Our informants tell us that Steve Peek will be leaving Heritage; Richard Berg has opened up his own law practice, Mark Herman and others have left SPI, and Howard Barasch will be moving on to Heritage where he'll take over as Production Manager. Makes one wonder who Brad Hessel will have left to face us in the big softball game.

Hundreds of entrants got our multiple choice solution to Contest No. 85, necessitating a random drawing for ten winners. Those selected were: L. Bucher, Washington, D.C.; S. Oksanen, Hansom, MA; J. Westkaemper, Meadowbrook, PA; E. Robinson, New Haven, CT; D. Griggs, Hinesville, GA; C. Rozzelle, Hickory, NC; B. Kouwenhoven, Baltimore, MD; S. McHenry, Lutherville, MD; K. Still, Ft. Bragg, NC; and G. Murray, Burlington, ONT.

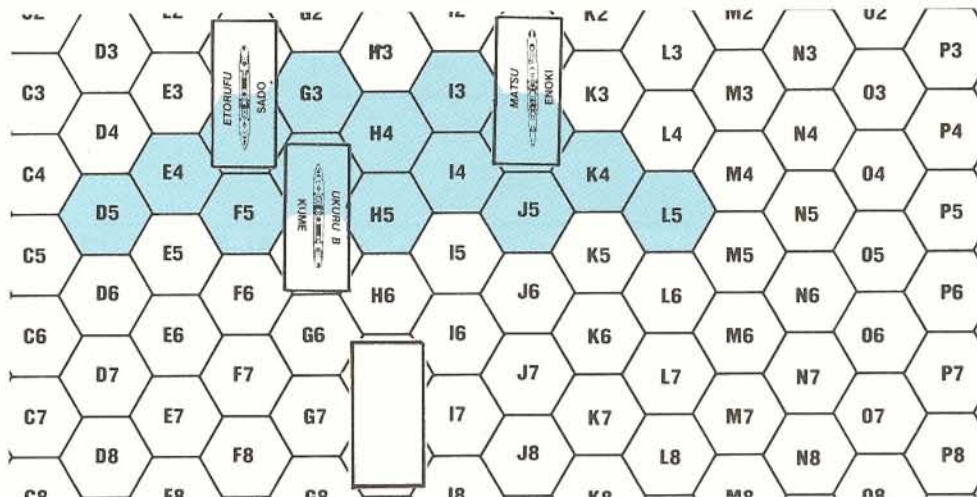
The answer to Contest No. 86 was more involved than the simple diagram suggested. From the previous sonar contacts, it can be established that the *Harder* has expended four of its five emergency power factors. To move from hex L16 to H7 in four turns requires four emergency factors. The *Harder* is now limited to maximum movement of two hexes per turn. It cannot use its emergency speed otherwise it would be forced to the surface. The *Harder's* last discovered position was H7 which it occupied at the end of turn 23. From that point, it has four turns at a maximum rate of two hexes per turn to completely exit the board edge. By the conclusion of the current turn, it can be no farther than four hexes from the board edge to be able to exit by the end of play to win. Note no part of the sub can remain on the board, including the partial

hexes. Printed in blue below are the hexes the submarine's bow must occupy by the end of turn 25 in order to remain in position to exit the board. Two of the hexes, F4 and J4, can be ignored by the escorts because when the sub's bow occupies either, its stern must be in one of the other hexes covered. To guarantee a chance of damaging the *Harder*, the escorts must place at least one depth charge in each of these hexes.

The number of hits the *Harder* has received can also be ascertained. From sonar contact made on the 24th turn, it is known that the *Harder* occupied Hex H7 during the previous (23) turn. *Kume's* depth charge attack at H7 on H23, therefore, hit *Harder* on its bow. The *Harder* had fired torpedoes on the turn previous and subsequent to this depth charge attack. It could be no deeper than 125 ft. on turn 23, otherwise, it could not have risen to the maximum legal depth of 100 ft on the next turn to fire the torpedoes. It could not have been on the surface or at 25 ft., otherwise, it could not have been contacted by sonar search. At the time of the depth charge attack, it must have been at a depth of between 50 and 125 ft. Knowing the die rolls for each attack, it can be determined that at 50 ft., the *Harder* would have received two hits; at 75 and 100 ft., it would have received three hits; and at 125 ft., it would have received four hits. If the *Harder* was at any depth other than 50 ft., it would have received enough hits to force it to the surface. In this case, it could not reach the board edge in time to win, since it is not permitted to move until it reaches the surface. This would take three turns at the earliest.

Therefore, if the *Harder* has any chance to win, it must have been at a depth of 50 ft. at the end of turn 23. Since the sub fired torpedoes in turn 24, it must remain at the same depth of 50 ft. in turn 24. In the turn of the contest, the *Harder* could have risen to 25 ft. or dived to 100 ft. Any depth charge set to explode at either 50 or 75 ft. will have at least a 33 1/3% chance of causing one point of damage. This, of course, would stop the subs move until it reached the surface where the escorts could block it from exiting the board in time.

Ship	Location	Previous Speed	Sequence of Movement	Movement Order	Depth Charge	K-Gun	Depth
ENOKI	J4, die 3	3	1 or 2	L1L1L1	1 I3 2 J5 2 L5	I4 K4	either 50' or 75'
SADO	F4, die 3	3	3	R3R	3G3 3E4	G4 D5	50' or 75'
KUME	G4, die 6	3	1 or 2	R1L2	2F5 2H4 2H5		50' or 75'



OPPONENTS WANTED

Want Pbm opponent. I have over 100 games. Send for list of games. Thomas Bowling, RT 5, Box 77, Cullman, AL 36555.

Have games, will travel! Experienced, mature adult, 29, seeks adult w/ competition in Arizona. Arsenal includes most classics; favorites are 3R and classics. Challenges welcome. Bill Hunt, 5205 N. Colorado Ave., Winslow, AZ 86047, 602-289-3287.

AREA AAB 735 wants to play classic Amz. with all supplementary rules. Read opponents only. Will play either side. P.S. Bill, list address. Please write: Jodie Mattiwey, Jr., 401 Magnolia St., Corning, AR 72422, (501) 857-6639.

Stop! Read no further until you've read this. Looking for gamers at OCC, CMHS, or Davis J.H. to form a club. Lewis Goldberg, 2639 Orange Ave., Costa Mesa, CA 92627.

We're looking for anyone interested in an informal fit club in the Fairfield area. Roy Thiesen, 47 Bell Air Circle, Fairfield, CA 94533, 707-422-6556.

I need to play SST, either on game. 13 yr. old novice. Not rated, will finish all games. Will try fit with your games. Timothy Lambert, 2334 Temple St., Sacramento, CA 95821, 916-484-7901.

14 yr. old looking for fit in WSIM, 3R, PL, PB, SL, and many others. Will play PB, DD, prefer someone near my own age. David Ho, 475 Beuyer Court, Glenview, IL 60025, (815) 264-7501.

Are there any wargaming clubs on Okla? Amz plans to start one in the future? W. Wisniewski FTGI, Gunter Division, USS Whipple (FF-1062), Pearl Harbor, HI.

WVH! I've been playing for 12 years. I'm looking for a partner to play with. I'm looking for a partner to play with. I'm looking for a partner to play with.

Adults game early 30's now to those games seek pbm for Amz, DD, 77, PB. Intermediate level player plays for enjoyment will finish all games. Bill Romanick, 120 Augsburg Dr., Attleboro, MA 02703, (617) 226-0337.

Want adult AARE rated PBM opponents for Get64. My rating 1200. David McCormick, 54 Scudder Lane, West Barnstable, MA 02668, (617) 552-6115.

Good 16 yr. old wants pbm for SL, PL and Tac. I'm unrated. Any information on your game clubs in South Eastern MI? Sean Bigger, 2466 Dorchester, Birmingham, MI 48008, 464-3049.

Interested adult wargamer seeks pbm opponents for PB, AIW, RW, Dip, and others. Will answer mail from anywhere also seeking wargame clubs in my area. Richard Malinowski, 11401 Marion, Detroit, MI 48236.

Two gamers wish rated pbm Blitz, Trc, Anz, PB, 3R, Wat, also VITP, AOC, Als, if you have system. Rated 900+ phone or write: Dave Langhorne, 1749 Bro-Mor, Saginaw, MI 48602, (517) 793-0505.

Adult away from wargaming for 10 years seeks fit SL, AK, BB, Mid, or other. An rusty but consider myself a better than average tactician. Pat Campbell, 23350 Oak Glen Dr., Southfield, MI 48034, (313) 355-5236.

Any clubs at UNM? Will enter in fall. Jeff Gunn, P.O. Box 299, New Laguna, NM 87038, 522-6115.

Adult novice seeks fit opponents in any game or mine. Would like to join club in my area. John Doris, 1959 McGraw Ave., Bronx, NY 10462, (212) 927-2064.

Mastering games excellent pbm competition in PB, PL, Lam very good You choose it. Fit! New side: Joseph Wikowski, 455 Kenmore, Buffalo, NY 14222.

Seeking opponent around West Chester. Fit or pbm has SL, PL, Trc, Anz, AOC, Mid, BB, much more. Will play all WVH games am 16. Ray J. Tapio, Box 10, Golden Bldg, NY 10526, (914) 232-7248.

Average adult 1200+ AREA seeks pbm opponents. AK, Blitz, DD, 1776, Trc, Wat. Fit or pbm. Get77, LW, JR, VITP, AIW, PB, PL, 1914. Dos Carter, 1500 Ferry Road, Grand Island, NY 14072, (716) 773-7716.

Phen only BB. Applied AREA E beginner. Would like to play another beginner. Please give AREA rating if you have one. Would like to rate game. Bill Breda, 441 Warrington Ave., Pgs. A, 15110, (412) 488-9209.

Wanted: opponent for small group. Have several games can learn others. Can learn pbm. Only limited travel. Only our age 17; reasonable skill. Karl Fritz, 74 Club House Dr., RD #1, W. Middlesex, PA 16159, (412) 528-3542.

Would like to join or start multi-player game JR. No area rating, but 2 yrs. experience in 3R. Will not quit or delay game. Daniel P. Tougas, 16 Duncan St., Pawtucket, RI 02861.

New AREA (1200) wants pbm TRC, DD, PB, F745, LW, PL, you pick. Only our age 17; reasonable skill. Side with same opinions. Barney Rizza, 1512 Oak Circle, Arlington, TX 76012, (817) 277-7076.

Adult opponent wanted-I have been gaming for 2 years and favor SL, and JR. Fit only. Not AREA rated. Robert Gaffney, 8400 Nairn #143, Houston, TX 77074, (713) 988-0637.

F scale: Guad, 1914, old Amz, Ger77, UB, best offer received within 2 months. Roger Ellison, P.O. Box 769, Fairfield, CA 94533, (707) 429-8549.

For sale: UB \$15. Gen. Vol. 10, 11 (184) missing and 12. Sell by volume to higher bidder (minimum bid \$10, all most conditions). Andrew Keas, 4122 Salinas Dr., Irvine, CA 92714.

Wanted: Lemna complete game in good condition. Michael P. Mayko, 390 Welch's Point Rd., Milford, CT 06460.

New original computer program for TRS-80 Rep Art. Upgrade AH To, space games. Paper Corp. 6701 Simms, Hollywood, FL 33024, (954) 963-1538.

For sale: (2) 1914(s) new condition. Generalist Vol. 88-5 to Vol. 114. Send SASE and make offers. Ron Rogers, 122 S. Franklin Blvd., #3, Tallahassee, FL 32301, (904) 234-8804.

PBM EQUIPMENT

Tired of playing software or humiliating the same opponent day after day? You may be good in your game room but what can you do against a good player from another part of the country? There's only one way to find out - play them by mail! PBM is an easy-to-learn and convenient-to-use system of playing fellow gamers across the nation.

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*LUFTWAFFE
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*STALINGRAD
*RUSS CAMPAIGN
*WATERLOO

AN IMPORTANT NOTICE TO ELITE CLUB TICKET HOLDERS

Good news for Elite Club members. From now on your Elite Club Discount coupons are good towards the Mail order purchase of any Avalon Hill game direct from Avalon Hill - not just the Mail Order only variety.

Only a limited number of GENERAL back issues are available for \$1.50 each plus normal postage and handling charges. Due to low supplies we request that you specify an alternate for any selection you make.

- Vol. 12, No. 1 - *1776, Anzio, miscellaneous, Panzerblitz, Chancellorsville, Panzer Leader, Stalingrad, Tactics II... 2.57
Vol. 12, No. 2 - *3 Tobruk, Panzerblitz, Bulge, Blitzkrieg, Panzer Leader, Stalingrad... 3.10
Vol. 12, No. 6 - *Chancellorsville, WS&M, miscellaneous, Panzer Leader, Stalingrad... 3.42
Vol. 14, No. 1 - *Caesar-Alesia-5, The Russian Campaign, Luftwaffe, Third Reich, Arab-Israeli Wars, Afrika Korps, Panzer Leader... 3.56
Vol. 14, No. 2 - *Kingmaker -7, Alexander, Squad Leader... 3.27
Vol. 14, No. 3 - *Arab Israeli Wars -3, Stalingrad, Russian Campaign, Third Reich, War At Sea... 3.17
Vol. 14, No. 4 - *Victory in the Pacific-2, Stalingrad, Third Reich, Richtofen's War, Jutland, 1976... 2.53

The index below lists the contents of each issue by subject matter; feature articles are designated with an (*). Series replays are italicized, and the number following each issue is the reader rating of that particular issue.

- Vol. 14, No. 5 - *Squad Leader-3, WS & IM, Russian Campaign, Midway, Starship Troopers, Third Reich, Miscellaneous... 2.77
Vol. 14, No. 6 - *D-Day, Victory in the Pacific, Panzer Leader, Caesar's Legions, Tobruk... 3.51
Vol. 15, No. 1 - *Gettysburg-3, Squad Leader, Starship Troopers, Russian Campaign... 3.48
Vol. 15, No. 2 - *Panzer Leader, Stalingrad, Third Reich, D-Day, Rail Baron, Victory In The Pacific... 3.44
Vol. 15, No. 3 - *Assault on Crete-3, Invasion of Malta, Russian Campaign, Third Reich, Squad Leader, War At Sea, Misc... 3.44
Vol. 15, No. 4 - *Submarine-2, Caesar's Legions Panzerblitz, Third Reich, WS & IM, Squad Leader, Waterloo



The Charles Roberts Awards

NOMINATION BALLOT

1978

The following Game and Magazine titles have been submitted by the publishers for this nomination ballot. These lists should be considered as guidelines only. Feel free to vote for any game or magazine not listed that was published during 1978. Final voting will be at Origins 79.

PRE TWENTIETH CENTURY

Acre (SPI)
 Agincourt (SPI)
 (Battle of the) Agincourt (GDW)
 Alma (SPI)
 (Battle of the) Alma (GDW)
 The Art of Siege (SPI)
 Balaclava (SPI)
 Blenheim (WWW)
 Constantinople (SPI)
 Crimean War (SPI)
 The Crusades (SPI)
 Dresden 1813 (SG)
 Le Grand Empire (SC)
 Guilford Courthouse (GDW)
 Inkerman (SPI)
 Lille (SPI)
 Lobositz (GDW)
 Napoleon (AH)
 Napoleon at Bay (OSG)
 Marston Moor (WWW)
 † La Bataille de Preussisch-Eylau (ME)
 Sevastopol (SPI)
 † Source of the Nile (DG)
 Stone wall (SPI)
 System 7 (GDW)
 Tchernaya (SPI)
 Tyre (SPI)

20TH CENTURY

Assault on Crete (AH)
 Atlantic Wall (SPI)
 The Brusilov Offensive (SPI)
 Caporetto, 1917 (SPI)
 Battle for Cassino (SPI)
 Cross of Iron (AH)
 Descent on Crete (SPI)
 Desert Rats (SG)
 The Great War in the East (SPI)
 To the Green Fields Beyond (SPI)
 I.J.N. (SC)
 Indian Ocean Adventure (GDW)
 Kesselring (WWW)
 Kharkov (SPI)
 The Next War (SPI)
 1942! (GDW)
 Operation Crusader (GDW)
 Operation Condor (WWW)
 Operation Typhoon (SPI)
 Panzerkrieg (OSG)
 Quebec Libre! (SC)

Red Sun Rising (SPI)
 Rommel and Tunisia (OSG)
 Serbia/Galicia (SPI)
 Submarine (AH)
 Tannenburg (SPI)
 † Tokyo Express (TCR)
 Up Scope! (SPI)
 Verdun (GDW)
 Von Hindenburg in Poland (SPI)
 War in the Pacific (SPI)

FUTURISTIC AND FANTASY

Gamma World (TSR)
 Iliad (GDW)
 Mayday (GDW)
 Objective: Moscow (SPI)
 Swords and Sorcery (SPI)

PHYSICAL SYSTEMS AND GRAPHICS

Any game is eligible for the **Best Physical Systems and Graphics in a Game** award.

PROFESSIONAL MAGAZINES

Campaign (LE)
 The Dragon (TSR)
 Fire and Movement (BP)
 The General (AH)
 Little Wars (TSR)
 Moves (SPI)
 The Spartan (BG)
 Strategy and Tactics (SPI)
 The Wargamer (WWW)

AMATEUR MAGAZINES

Aerodrome (TSR)
 Perfidious Albion (CV)
 Signal (JM)
 Swabbers (MC)
 Tributary (DG)

AMATEUR GAME

Those games in the lists marked with a dagger (†) are 'amateur' games, and are eligible in both the **Best Game of Period** and the **Best Amateur Game** categories. Once again, this is a guideline only.

HALL OF FAME

Any person or group, Game or Publication that is, or has been associated with wargaming is eligible for the **Hall of Fame** award, except these previous winners: Charles Roberts, Don Trumbull, James Dunnigan, Tom Shaw, and Redmond Simonsen. Unlike the other categories, voting for the **Hall of Fame** award will not be done at Origins. This is the ballot for this award.

Ballots should be sent to any of the following addresses:

Charles Roberts Awards
 c/o Baron Publishing Co.
 P. O. Box 820
 La Puente, CA 91747

Charles Roberts Awards
 46 Carleton Street
 Oromocto, NB
 Canada E2V 2C8

H. Patterson
 'Finches'
 7 Cambridge Road
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 Bucks, UK HP9 1HW

Ballots must be postmarked no later than March 31st, 1979